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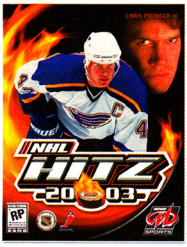

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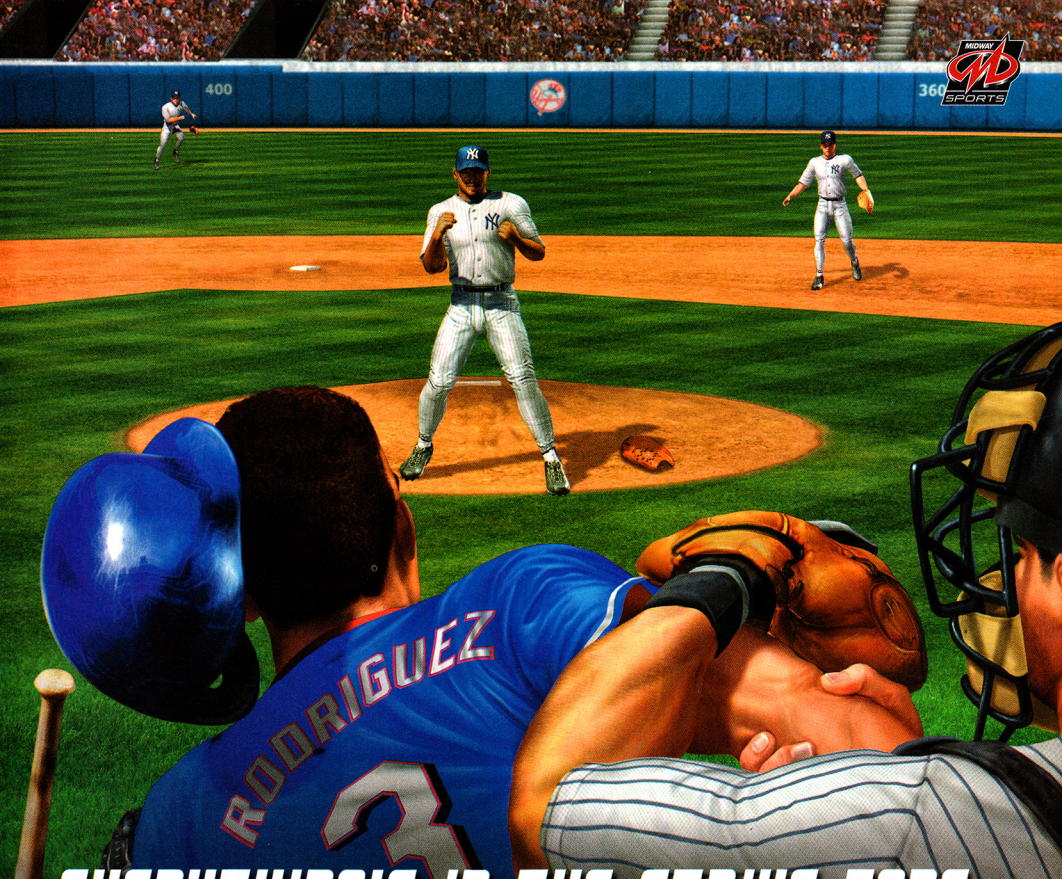

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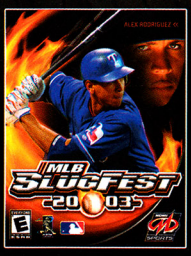

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82 "Oh no you didn't. You talk to me like that again, and you'll be picking net out of your teeth."

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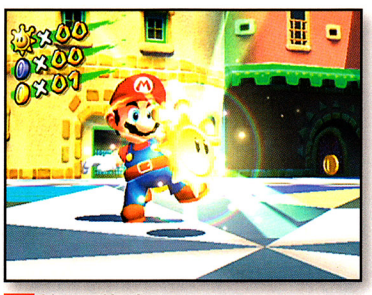

50 It's a sunshine day.

76 "No, really—when you do it this way, you don't have to worry about seeds at all. Or chewing, for that matter."

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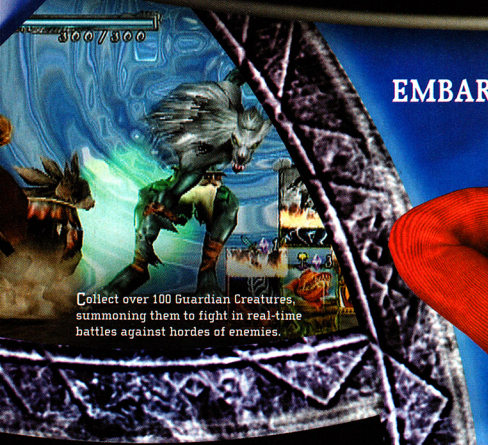

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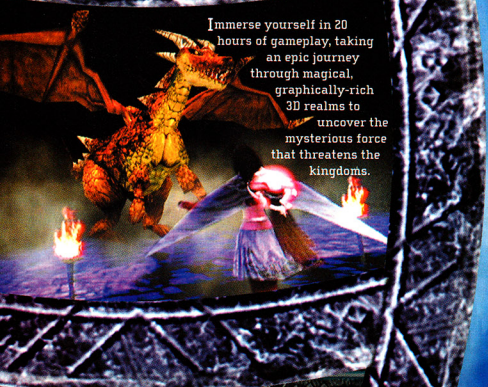

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PLAYER'S PULSE

We received lots of very opinionated letters about the games of E³, but the hottest topic was the Legend of Zelda for GCN. Some of you loved it, and some of you definitely didn't love it. We'll get to that later. First, some of your other thoughts.

E³ EXPOSED

WOW! I saw the videos for some of the games being unveiled at E³! I was very impressed with them! The ones I can't wait for are The Legend of Zelda and Golden Sun 2! The ones that surprised me were Animal Crossing (who knew that it would look so interesting?) and Star Fox Adventures I'm not usually into that type of game). I also want to hear more about Evolution Worlds—it's the first real RPG for the GCN!

NiNtEnDo GaMeR gUrL
Via the Internet

The game that impressed me the most is Godzilla: Destroy All Monsters Melee!!!

Anthony Benedetto Jr.
Via the Internet

The games I am drooling over are mostly all games done by LucasArts. *Star Wars:* Bounty Hunter looks excellent and I bet the story line is going to be great! Perhaps the best game will be *Star Wars:* Jedi Knight II: Jedi Outcast. Some non-*Star Wars* games that are going to be cool will be Gladius, RTX Red Rock, Super Mario Sunshine, Turok Evolution and Robotech: BattleCry.

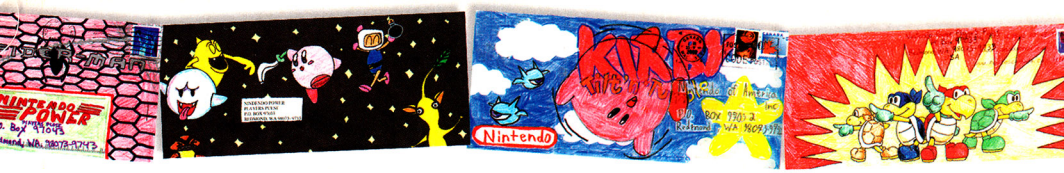
Josh S.
Via the Internet

LETTER OF THE MONTH

I was just wondering—when you guys rate new games in the Now Playing section, what do you look for in a game? What does a game have to have to get a 5-star rating?

Kyle Hatchett
Via the Internet

We look for a lot of things. Check out what each reviewer said. Andy: It has to be a game I'd play at home. It's a fun factor thing, no matter what the genre. If I would buy it, or recommend it to my friends, then it's a five-star game. Jason: If I'm completely satisfied with a game, and if I think the game needs no improvements to make it better, I'd rate it a five-star game. Alan: A five-star game has to have balance, and it has to show me something I've never seen before or has to improve on something already existing in a big way. George: The first thing I look for is play control that makes sense—a feeling that you have control over the events of the game, like you're participating. If they haven't nailed that down in a game, then the rest of the game probably isn't very good, either. Chris: I believe that a five-star game must have a good, visible and consistent style and nearly flawless, intuitive game play. The appropriateness of sound and music is also important. Scott: A game must have outstanding play control and replay value. Graphics and sound are important, too, but the biggest consideration is if the game is fun to play. A game with the most beautiful graphics in the world and tight play control won't earn five stars from me if it isn't a blast to play. Jenni: If a game continually makes me smile, flinch, gasp, hold my breath or involuntarily say something dumb (like "wow") because I'm totally immersed in it, it's a five-star game. Steven: To me, a five-star game is the next step in video game history, a game that perfects an existing idea or takes a perfect leap of faith and creates something eye-opening.



I thought that the Mario-related games at E³ were very cool—especially Wario World. The new Zelda is the best I have seen yet! I could live without all of the first-person shooters, though. Then there was Harvest Moon: A Wonderful Life. Two words: must have!

Vickram Premakumar
Via the Internet

I'm very excited that they're taking some of the Super NES games and making them into GBA games. This is one of my favorite game systems! I REALLY want Yoshi's Island: Super Mario Advance 3 and The Legend of Zelda: A Link to the Past and the new Kirby game (isn't Kirby the cutest thing you've ever seen?! I wanna cuddle him 'til he pops! ‹(ˆ ˆ‹)). That e-Reader thing seems awesome too. Pinch me! I must be dreaming! Video games have sure come a long way since the days of the Atari.

PrincessZelda
Via the Internet

I was so thrilled when I saw that you were coming out with a Mario Party 4. I can't wait another second for it! I am going out to party!

Forest
Via the Internet

Star Fox Adventures blew me away. The stunning graphics, immense levels and intricate story line will make this game without a doubt the greatest game on the Nintendo GameCube to date.

Strscrm
Via the Internet

The game that excited me most about E³ was the one that got nothing more than its name printed in your magazine: Contra Advance. I've been a Contra fan for a long time and it's pretty obvious to me that the GBA is the perfect system for a Contra game.

Philip Robinson
Via the Internet

I was not impressed with E³ this year. It has too many pointless games in it. Animal Crossing, Beach Spikers, SUPER MONKEY BALL 2!!!!!!!! What the heck! THAT GAME IS NOT CIVILIZED! That's about it. I mean, all the other games are cool, especially Super Mario Sunshine. Time to erase some graffiti!

BladePuffer
Via the Internet

I look forward to playing Evolution Worlds on the Nintendo GameCube. I played the original games on the Dreamcast and liked the quirky characters. It will be interesting to see what changes the developers at Sting make to the graphics and sound.

Mario J. Gayhead
Via the Internet

Samus is back and looking better than ever in Metroid Prime and Metroid Fusion! These games look incredible! Other promising games are

YOU'RE A WINNER!

Chris Robinson of Chesterton, Indiana, swung over to Los Angeles for a screening of *Spider-Man* and a behind-the-scenes tour of Activision and Treyarch, the creators of Spidey's GCN adventure. With the NP Krew's Jason as his tour guide, Chris visited Universal Studios, where he met his friendly neighborhood Spider-Man and went on a shopping spree at the comic book store, Things from Another World. At Treyarch, Chris met with the developers of the Spider-Man game, received an original concept sketch and had his photo taken so the team could put his image in the Spider-Man game sequel.

Super Mario Sunshine, Star Fox Adventures, *Star Wars:* Bounty Hunter, Wario World and the Legend of Zelda!

Adrian Alvarez
San Jose, CA

CEL-OUT?

I hate the new Legend of Zelda for GCN because:
It's a baby easy kiddie game
It's a cartoon
It's clearly a bad game
It's not "dark"
It's different from the N64 games
It's not what I expected
I might not buy it! I don't like it this way! Change it back!

Many (but not all) NP readers
Via everything

We're sorry you don't like the new cel-shaded graphical style of The Legend of Zelda for GCN, and we would recommend giving it a chance. The Legend of Zelda series has changed a lot over the years, but we think the changes Mr. Miyamoto has made have always improved the game play and added to the experience. You can bet that we're very excited to see the finished game. We fully expect it will be the best Zelda of all.

Several people have criticized the new Zelda game for the Nintendo GameCube because of its different graphics. Well, at the E³ event at Nintendo.com, I got my first look at the new Zelda and was amazed! These graphics aren't "kiddie"—they're more distinguished and thought-provoking. One in particular captured more of Link's emotions than ever before! I mean, his eyes are wide open, his mouth is gaping, and these things are sneaking up behind him! This is way better than the other Zeldas. I also wondered why Olimar doesn't show more emotions in Pikmin. That would have made the game even more realistic.

Erik Foss
Via the Internet

RESORT WEAR

I was looking at screen shots of Super Mario Sunshine when I noticed he was wearing a T-shirt. Was he too hot for a long-sleeved shirt? Or did it shrink in the wash like Banjo's yellow shorts?

YoungBT899
Via the Internet

Well, he is on vacation in a tropical paradise. Check out page 50 to see Peach's vacation dress and sporty ponytail.

STOWAWAY?

In Volume 157 you showed Anthony Lippa, the winner of the contest, standing next to a statue. I stared at the statue trying to figure out what it was and spotted the slime known as Alan. What the heck is he doing there!?! Did he hitch a ride with Jenni or something?

Marthofmac
Via the Internet

Alan has a habit of sneaking into our luggage when we're not looking. We've taken pictures of him at all sorts of interesting places. Maybe someday we'll show some of those pictures in the mag or online. Maybe.

Alan just behind Anthony Lippa at Universal Islands of Adventure.

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WRITE AWAY. RIGHT AWAY

Mario's on vacation in Super Mario Sunshine for the GCN. If you could jump inside a video game location for your vacation, where would you go and what type of recreational activities would you do when you got there? Would you like to visit the planet Zebes? Maybe check out the attractions at Terrydactyland? Tell us all about your video game land vacation! What would postcards from Popstar look like, anyway?

heely (héle) n. 1. the unique shoe with removable wheel. v. **heeling** 2. the ability to go from a walk/run to perpetual motion by transitioning weight from toe to heel. – n. **heeler** 3. individual who follows his or her own path; one who knows no limits. Syn: nonconformist, seeker, explorer, pioneer.

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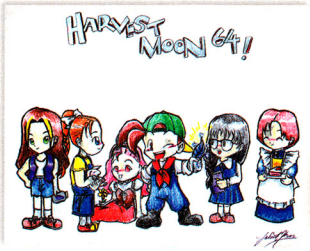
PLAYER'S PULSE ARTIST'S GALLERY

Nancy Woo • Calexico, California



Juliana Mills • Ham Lake, Minnesota

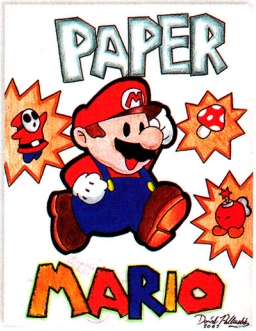
Lisa McClurg • San Diego, California

Dania Gonzalez • Miami, Florida

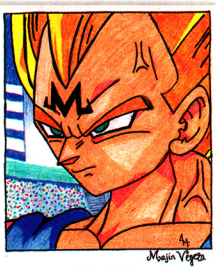
Kelsey Arcoleo • Freehold, New Jersey

Heather Nettrour
Eagle River, Wisconsin

Chantal DeAngelo
Yorba Linda, California



David Palleschi • Holbrook, New York



Aimee Fischer • Evansville, Indiana

Deal, Draw, Conquer!

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SCORE ENTERTAINMENT

POWER CHARTS. 159

It's Dragon Ball mania on the Power Charts, as DBZ: The Legacy of Goku rockets to first place in the GBA sales category. The game was actually the second-highest-selling piece of software across all platforms for the month of May—an incredible showing for a non-Pokémon GBA title. On the Player's Choice side of things, Animal Crossing is making a strong bid for the coveted first-place spot, but a vacationing plumber just won't get out of the way.

KEY: NINTENDO GAMECUBE | GAME BOY ADVANCE | GAME BOY COLOR

TOP SELLING GAMES*

		PRIOR POSITION	MONTHS ON CHART
1	RESIDENT EVIL	1	2
	DRAGON BALL Z: THE LEGACY OF GOKU	•	1
2	SPIDER-MAN	2	2
	SUPER MARIO WORLD: SUPER MARIO ADVANCE 2	1	5
3	SUPER SMASH BROS. MELEE	4	6
	SPIDER-MAN	3	2
4	SONIC ADVENTURE 2: BATTLE	3	5
	SONIC ADVANCE	2	5
5	*STAR WARS* ROGUE SQUADRON II: ROGUE LEADER	10	7
	POKéMON CRYSTAL	5	8
6	JAMES BOND 007 IN AGENT UNDER FIRE	5	3
	MARIO KART: SUPER CIRCUIT	7	8
7	LUIGI'S MANSION	8	7
	YU-GI-OH! DARK DUEL STORIES	•	1
8	BLOODY ROAR: PRIMAL FURY	6	3
	SUPER MARIO ADVANCE	4	6
9	GAUNTLET: DARK LEGACY	7	4
	GOLDEN SUN	6	5
10	SUPER MONKEY BALL	9	5
	CRASH BANDICOOT: THE HUGE ADVENTURE	8	3

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE*

		PRIOR POSITION	MONTHS ON CHART
1	SUPER MARIO SUNSHINE	2	2
	METROID FUSION	1	2
2	ANIMAL CROSSING	9	2
	THE LEGEND OF ZELDA: A LINK TO THE PAST	2	2
3	TIMESPLITTERS 2	4	2
	THE PINBALL OF THE DEAD	4	3
4	METROID PRIME	1	2
	MEGA MAN ZERO	•	1
5	SUPER MONKEY BALL 2	•	1
	GUILTY GEAR X	8	3
6	ETERNAL DARKNESS	7	4
	ADVANCE WARS	5	6
7	PHANTASY STAR ONLINE	•	1
	CAR BATTLER JOE	•	1
8	FREEKSTYLE	•	1
	SUPER MARIO WORLD: SUPER MARIO ADVANCE 2	•	6
9	RESIDENT EVIL	3	4
	GOLDEN SUN	10	8
10	STAR FOX ADVENTURES	•	1
	GT ADVANCE 2: RALLY RACING	•	1

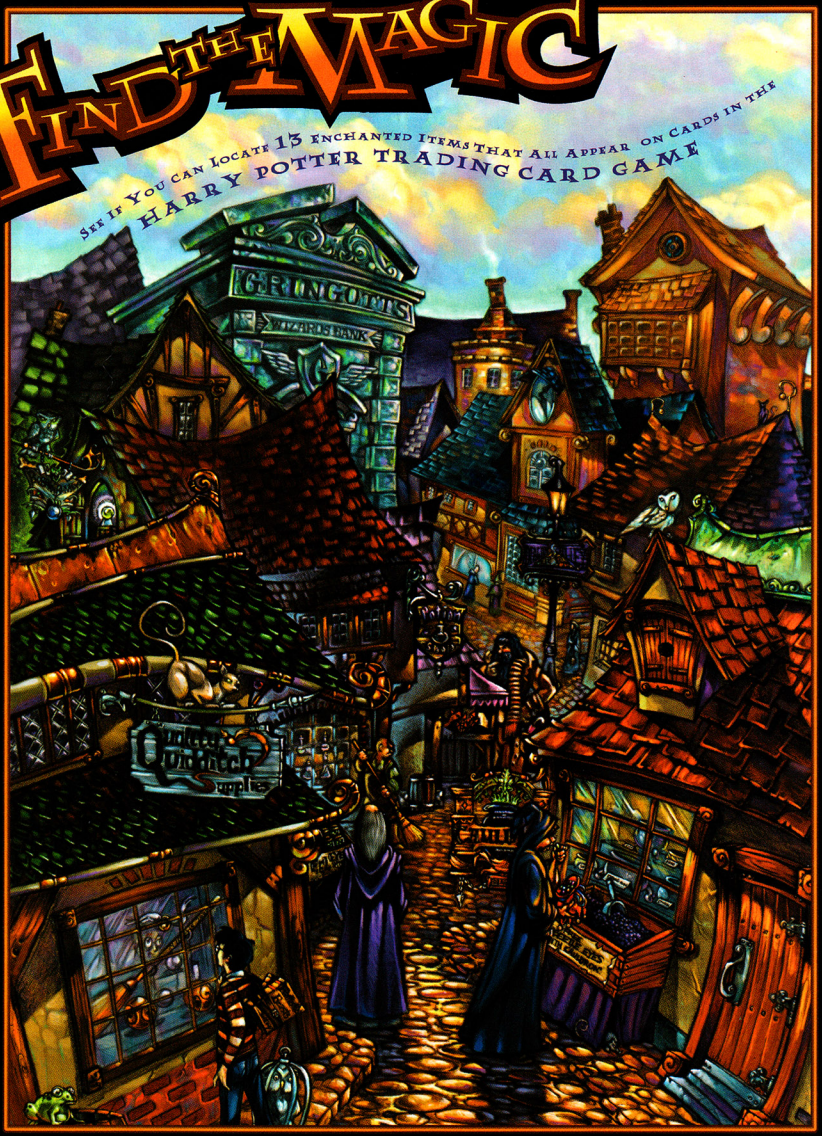
*Player's Choice and Most Wanted information courtesy of the NP Krew.

MOST WANTED

		PLATFORM	PRIOR POSITION	MO. ON CHART
1	THE LEGEND OF ZELDA	GCN	1	8
2	SOUL CALIBUR II	GCN	4	3
3	HARVEST MOON: A WONDERFUL LIFE	GCN	•	1
4	RESIDENT EVIL 0	GCN	2	2
5	GOLDEN SUN: THE LOST AGE	GBA	5	3

FIND THE MAGIC

See if you can locate 15 enchanted items that all appear on cards in the HARRY POTTER TRADING CARD GAME



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- Harry
- Hagrid™
- *Fantastic Beasts* Book

Now find the magic near you! Go to **wizards.com/HarryPotter** to find the league store nearest you. And see how you did on this puzzle while you're there!

GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

Super Monkey Ball 2 rocks and rolls in all sorts of new ways, taking one of the surprise hits for Nintendo GameCube and making it even better. Come monkey around with a hands-on exclusive first look.

THE SPOTLIGHT

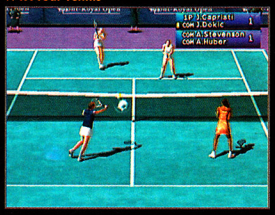
Die Hard Vendetta

One of the biggest action movie series is headed to Nintendo GameCube with a vengeance—Die Hard Vendetta.

4x4 EVO 2

Don't get your universal joint out of whack. If you love rugged GCN racing, it's all happening off-road in 4x4 EVO 2.

WTA Tour Tennis



If you're looking for the grand slam of women's tennis, Konami has the answer in WTA Tour Tennis for Nintendo GameCube.

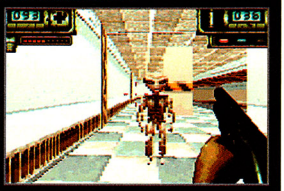
Aggressive Inline

Inline skating gets the radical treatment from Acclaim. The world's best skaters compete in humongous courses with sick tricks on GCN.

Kelly Slater's Pro Surfer

Dude, a surfing game that looks and feels like surfing? It's true. Wave wizard Kelly Slater hangs 10 in Activision's GBA surf trickster.

Duke Nukem Advance



Take 2 Interactive pushes the limits with Duke's GBA debut, and the result is one of the best 3-D shooters yet for GBA.

THE GAMING NEWS FOR AUGUST 2002

INSIDE PSO

Sega recently revealed that hidden inside the upcoming Phantasy Star Online Episode I & II for GCN will be four games that players can download to their Game Boy Advances. Sega is calling the mode N-Port, and the four downloadable games are Nights: Score Attack, Puyo Pop, Chao's Petit Garden and ChuChu Rocket! The games remain in the GBA memory as long as you don't turn off the GBA.

SEGA'S SUPER SONIC GAMES

Sega recently announced that it has sold over a million Sonic Adventure 2: Battle and Sonic Advance games worldwide. Congratulations are in order, but there's even more to the story. Sega also announced that, following up that success, three new Sonic games are on the way: Sonic Mega Collection, a new Sonic Adventure for GCN and Sonic Advance 2 for Game Boy Advance. Now that's super Sonic.

THE PRICE IS FRIGHT

If you thought the price of a good scare was too high, it's time to think again. When Resident Evil 2 and Resident Evil 3: Nemesis are released for Nintendo GameCube early next year, you'll find the grisly M-rated thrillers selling for a suggested MSRP of $19.95. That's a price even a zombie could love. In Resident Evil 2, players control Leon, a Raccoon City rookie cop, and Claire, who is searching for her brother. The game changes depending on the character you use, which gives it extra replay value. There's also a Rookie Mode that gives players access to the biggest weapons right from the start, not to mention hidden characters and minigames. As for Resident Evil 3: Nemesis, the game follows Jill Valentine on her zombie-blasting adventure in Raccoon City with the help of Carlos Oliveira. In other news from Capcom, the company has announced plans to release nine titles for GCN and eight for GBA over the next year. In addition to lots of Resident Evil, you'll also see plenty of Mega Man titles on Game Boy Advance to celebrate the Blue Bomber's 15th anniversary.

MICROSOFT GETS SMALL

THQ and Microsoft recently announced that several Microsoft games would be coming to Game Boy Advance in the near future. The two titles announced so far are Oddworld: Munch's Oddysee and Monster Truck Madness 2.0, and more titles are in the planning stages. Sometimes smaller is better.

A HAVEN ON GCN

Traveller's Tales is teaming up with Midway on Haven: Call of the King. The GCN adventure will boast a myriad of game play styles, such as shooting, racing in vehicles, fighting in arenas and exploring and dogfighting in space. The game makes the transition from one type of play to the next virtually seamless. Look for it this fall.

AMAZING E-READER—SEPTEMBER 16

Game accessories come in many forms, but none is quite so amazing as the e-Reader and the e-Reader cards, which are due to burst onto the scene this September. The e-Reader plugs into Game Boy Advance and is used to scan the Dot Code on the e-Reader cards. The Dot Code may contain images, text or entire games that you can play on your GBA. For instance, you might swipe a Pokémon-e card through the e-Reader and see an animation and information on the GBA screen. Or you could swipe a couple of Game & Watch e-Reader cards to load an entire G&W game. The unit contains 64 Megabits of memory—twice as much as the e-Reader that was released in Japan, and one Megabit of Flash memory. But the biggest news is that the North American version of the e-Reader can play classic NES games, such as Excitebike and Donkey Kong Jr. The initial card series will include Pokémon-e and selected NES games, and will be followed by Animal Crossing-e and Game & Watch e-Reader cards. The fun and games begin on September 16th, 2002, when e-Reader goes on sale.

SOUNDS OF MUSIC

Game Watch recently had a chance to test Kemco's Pocket Recording Studio (PRS) accessory for GBA. It's a nifty MP3 recorder, player and karaoke machine that uses the GBA interface for recording and organizing MP3 files. What's more, you can record music off any source with a headphone jack. Another cool feature of the PRS is the karaoke option. The PRS digitally removes vocal tracks so you can record over them with your own croonings using the built-in microphone—and it's a snap. Better yet, you can use the PRS as a stand-alone unit for playback. You can even change the EQ to presets for rock, pop, jazz and classical music. The PRS runs for about 10 hours on one AA battery and stores data in flash memory. With more memory chips you can extend your music library. Kemco hadn't settled on a price for the unit at press time, but it should be available this fall.

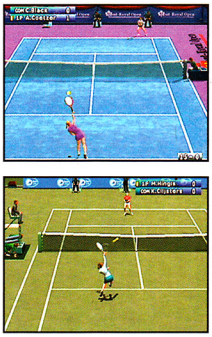
EGGCITEMENT FOR GCN

EggMania: Eggstreme Madness from Kemco is the latest twist on Tetris and is due out this September. Players build towers of Tetrad pieces, being careful to make sturdy structures. At the same time, water rises in the window below, forcing the players to work rapidly to stay above the water line. You can sabotage your opponent in the two-player game, and if you're the first to reach the chain at the top, you'll flush your opponent away.

OH, YU-GI-OH!

Konami's Yu-Gi-Oh series is getting a major new player this fall with the release of Yu-Gi-Oh!: Eternal Duelist Soul for GBA. The card strategy and trading game, which features characters from the animated TV series, will be released in early October. Yu-Gi-Oh! follows the adventures of a young boy named Yugi who uses the Millennium Puzzle to transform into the Game King when challenged.

WTA TOUR TENNIS



Top women's tennis pros take the court in Konami's racket romp for GCN. You'll play with court superstars, such as Serena Williams, Jennifer Capriati, Martina Hingis, Lindsay Davenport and 16 other circuit pros. For a quick game, play a singles or doubles exhibition match, or smash and volley your way through the entire tour as your favorite player. The animation was motion-captured from a tour pro, and the action seems almost TV quality. Tennis fans will love it to a fault.

BARBIE'S DOUBLE DATE

Mattel's Barbie is making a double appearance this fall on Game Boy Advance thanks to Vivendi/Universal. Barbie Groovy Games is a collection of fun, simple games based on classics like tic-tac-toe, checkers and concentration. There are a couple of dancing games, too. In her second outing, Barbie is a spy in Secret Agent Barbie: The Royal Jewels Mission. The supermodel superagent chases baddies, races in vehicles, collects files and uses a robotic spy puppy in 16 missions of intrigue and danger.

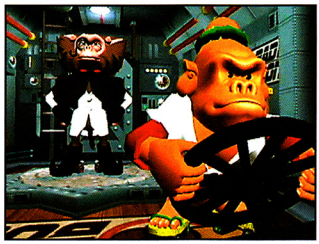
A FRIENDLY GHOST

TDK is bringing Casper: Spirit Dimensions to GCN this fall. By freeing captured spirits, Wendy the witch and Casper must foil the evil Kabosh's plans to control the world. It sounds simple, but Casper is a challenging 3-D adventure.

SUPER MONKEY BALL 2

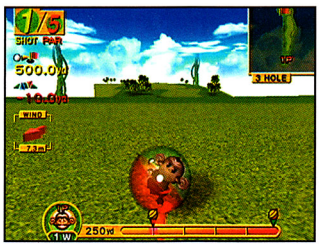
Game Type: Action
Publisher: Sega
ETA: September 2002
System: Nintendo GameCube

Sega's Amusement Vision development team has taken Super Monkey Ball and made it even better in this year's sequel. Super Monkey Ball 2 features all-new tilting and rolling action in a fun Story Mode that ties the levels together. It begins when Dr. Bad-boon steals all the bananas on Jungle Island and puts them in his labyrinth. It's up to you to collect all the bananas while managing to stay on the platforms and reach the goals. You can play with up to four players in Challenge Mode. The Party Game option has 12 minigames this time around: Monkey Race 2, Monkey Fight 2, Monkey Target 2, Monkey Billiards 2, Monkey Bowling 2, Monkey Golf 2, Monkey Boat, Monkey Shot, Monkey Dogfight, Monkey Soccer, Monkey Baseball and Monkey Tennis. Talk about a barrel full of monkeys! If you like action, challenge and multiplayer games, Super Monkey Ball 2 can't be beat.



Dr. Bad-boon sets the stage by stealing the monkeys' supply of bananas. What's a monkey to do?

The main game involves tilting the ramp so your monkey-in-the-ball will roll to the goal.



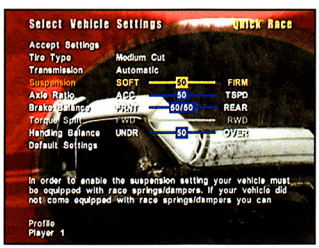
There are six all-new party games and six updated classics from the original Super Monkey Ball.

In Challenge Mode, one to four players race through tilting mazes to the goal and glory.

4X4 EVO 2

Game Type: Racing
Publisher: Universal Interactive
ETA: September 2002
System: Nintendo GameCube

Finally there's a GCN game for off-roaders who have no fear. In Career Mode, drivers begin their off-road racing existence by buying and upgrading one of 70 actual 2001 model trucks and SUVs. In the training ground, drivers learn to cope with hills, rivers and rocks, and compete against the pros. In the real races, they'll earn big bucks, buy bigger rigs and join racing teams.



Players can tweak their truck to perfection, improving their engines, brakes, suspension, tires, chassis and other parts and systems.

Realistic driving physics adds to the challenge when crossing brutal terrain, but not all of the 12 courses cross mountains.

AGGRESSIVE INLINE

Game Type: Extreme inline skating
Publisher: Acclaim
ETA: August 2002
System: Nintendo GameCube

The biggest names in the inline world—Jaren Grob, Chris Edwards, Shane Yost and seven others—are busting out big air tricks, hand plants and more on GCN. You won't find time limits in the seven vast levels. Instead, you'll have to keep filling up your Juice Meter by completing stunts. Tunes by Hoobastank, Black Sheep and others keep your energy high, and there's a Park Editor to satisfy your creative urges.

You'll find breakthrough points, hidden rooms and ramps everywhere you go in Aggressive Inline. There are 30 to 60 objectives in every area.

The tricks are big, and you can string combos together for huge points, but if you mess up your landing you're going to pay with bloody elbows.

DUKE NUKEM ADVANCE

Game Type: 3-D shooter
Publisher: Take 2 Interactive
ETA: August 2002
System: Game Boy Advance

John Wayne might have been known as "The Duke" but he never had to prove himself in missions like the ones Duke Nukem finds himself in. This time around, the Dukester shoots and wisecracks his way through a 3-D thriller on GBA that will leave fans slack-jawed. The action begins in Area 51, where hoglike aliens are running loose and making a pig's breakfast of the place. It's the perfect setting for Duke to fry up some bacon with his arsenal of potent weapons. Take 2 has loaded Duke Nukem Advance with awesome graphics and superior play control, and there are even a multiplayer mode and clever comments from Duke. If you feast on firefights, you're going to dine well on Duke Nukem Advance.

As always, Duke starts out his mission with lots of attitude and very little firepower.

Duke's moves include strafing and jumping. The steady frame rate keeps the action smooth.

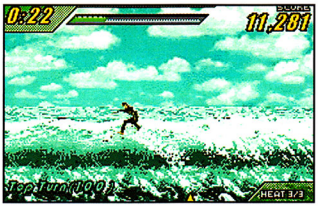
The aliens are loose in Area 51 and elsewhere in the world, such as Egypt, Sydney and an alien ship.

The multiplayer option requires each player to bring his or her own Game Pak to the showdown.

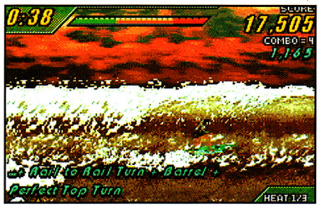
KELLY SLATER'S PRO SURFER

Game Type: Surfing
Publisher: Activision
ETA: August 2002
System: Game Boy Advance

Six-time world surfing champion Kelly Slater shows off radical surfing moves in Activision's tribute to big surf. The water looks surprisingly good, and the trick system is the best we've ever seen for a surfing game. It's time to go surfing USA!



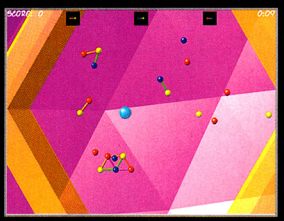
Paddle out to Championship, Challenge, Tutorial Mode or Drop In for a ride at your favorite beach.



Perform tricks on the wave, duck into the curl and keep it going to score monster points.

PROJECT: DIGIPEN

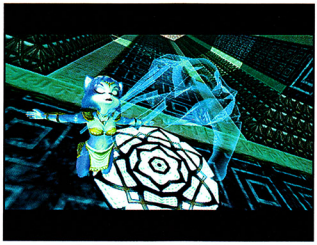
This month's DigiPen student project is Valence—a fast-paced puzzler that takes place in a hexagonal arena. The red, yellow and blue atoms exhibit realistic collision and deflection mechanics as they careen around the screen. The object of the game is to link the atoms together to form molecules, particularly a special Objective Molecule. Players drag atoms together with other atoms to link them and form molecules while the clock ticks down. When satisfied with a molecule, players right-click on one of its atoms to get the score. If it's an Objective Molecule, you'll earn extra time to link molecules. Other molecules are scored based on their size and complexity but don't add time to the clock. You must create and score the Objective Molecules to move to the next level. Later levels introduce viruses that attack molecules by eating their links, antiviruses that hunt down the viruses, and generators that push the atoms and molecules around the arena. The Periodic Table has never been so much fun. Peter Chapman, Steve Kihslinger, Ryan Peterson and Kevin Wallace developed Valence as their third-year game project at DigiPen.

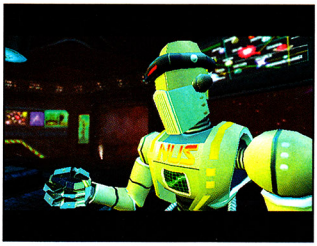


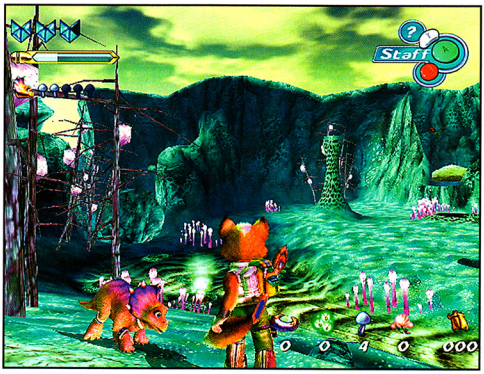
For more information on DigiPen, and to download a copy of Valence to play on your computer, head to www.digipen.edu, where you'll also find links to more projects and information about signing up for classes or workshops.

AUGUST GALLERY OF GAMES

The summer is heating up with GCN preview shots of Rare's incredible Star Fox Adventures, Universal's take-no-prisoners Die Hard Vendetta, Konami's sports series featuring Disney athletes and much more. We've also scored preview copies of Spyro: Season of Flame and Mega Man Zero for GBA.







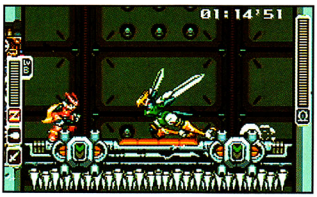
Star Fox Adventures
Fox and friends are almost ready for prime time. Our exclusive screen shots show more of the scope of the game and some of the characters you'll meet.

Barbarian
Titus has teamed up with Saffire to create a fantasy fighter for GCN.

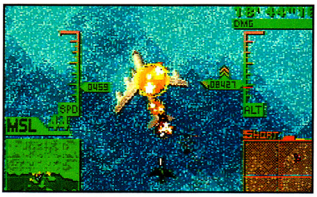
Backyard Football
Ten pro quarterbacks join in the gridiron fun (as kids) in Infogrames' first Backyard game for GCN.

Disney's All-Star Sports Basketball
Mickey, Goofy, Donald and the gang bring a fun new take on basketball to Nintendo GameCube.

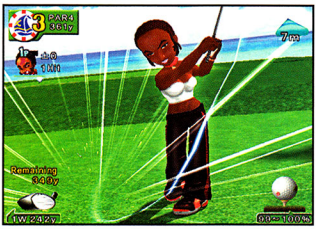
Spyro: Season of Flame
No sooner do Spyro and his friends return home from their first GBA adventure than they must save the world from another incursion of the dastardly Rhinocs.

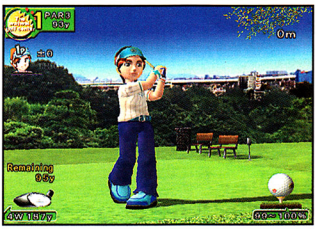


Mega Man Zero
The legendary Zero model of Mega Man is brought back to life by adventurers in desperate straights. Imagine traditional Mega Man action with a new story and weapons.



Air Force Delta Storm
Konami takes you on air strike missions around the globe in Air Force Delta Storm for GBA. In real military jets, you'll fly bombing missions and engage in dogfights for command of the air.





Swingerz Golf
Eidos is taking a swing at golf with Swingerz Golf for GCN this fall. The ball control mimics a real golf swing using the C Stick, and comic characters receive questionable advice from their caddies.

Die Hard Vendetta
Amazing character reactions and enemy AI make Universal's shooter one to watch this fall.

DEVELOPER PROFILE

A conversation with the creator of the communication game, Animal Crossing.

Developer: Nintendo Company Ltd., Kyoto, Japan
Respondent: Takashi Tezuka, deputy general manager
Game: Animal Crossing

GW: How did such a unique game develop?

TT: When we started the project, there were many discussions about network gaming. I was thinking about what would be the best way to make the funnest communication game. At the same time, people were talking about online and network-style gaming, but a gaming network business is difficult, requiring lots of preparation. So we wondered whether there was a way to do a network communication game by a lower-tech method instead. We also explored ways that gamers could play in their own personal world. The first version of the game came out on the N64 in Japan. We considered how players could create their own world. So that's why we designed the game so that each village is different—from its geographic layout to the specific villagers who live there. I'm also always thinking—not only for Animal Crossing—about how players can spend a long time playing a GCN game. So for Animal Crossing we designed real-time game play that people can play 365 days, or even 10 or 20 years! So, all in all, we wanted people who have a difficult time playing a complicated action game to be drawn to this very different style of game. Instead of playing difficult game play for several hours—you play hard then finish it—we wanted to design a game that people would play 15 minutes today, 15 minutes the next day, and so on.

GW: What else explains the broad appeal?

TT: I think that this game has much more depth than players might expect. For example, where you put furniture in your house has an effect on various things in the game—a system inspired by feng shui. A specific color of furniture might be a lucky color for finding money—if you place that piece of furniture in a specific part of your home. So if you choose to focus on that aspect of the game, you'll have a deeper experience in your own way. Those sorts of details appeal to certain people, just one of the many diverse features that broaden the appeal.

GW: How have players learned about the feng shui system in Japan—from the game, from magazines or from strategy guides?

TT: Players don't find out about it from the game itself, only from strategy guides and those kinds of things. The fact that it's not so obvious in the game helps make Animal Crossing appealing to a higher age group.

GAME WATCH FORECAST

GW: What are the most interesting ways that Japanese gamers have personalized their villages?

TT: One of the most fascinating to me is how some players have customized the design of the player character's cap to look like a samurai face and given the character a chonmage hairstyle.

GW: If you never leave your village to visit other ones, how long would it take to meet all the animal characters?

TT: It's theoretically possible, but it would take an extremely long time. It's quicker to visit other players' villages, however. Even then, that would take a long time, too.

GW: What inspired the visual design—the way the animals look and the way the village looks.

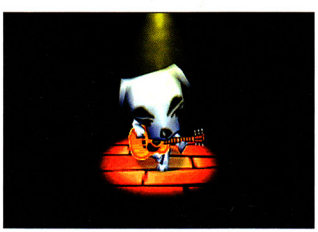
TT: Two women designers developed the animal characters. Actually, the development team in Japan had more women designers working with it than with other games. That was my intention—to bring more women developers to this game.

GW: Why was that an emphasis for Animal Crossing?

TT: Because we wanted to develop the game for a broader audience, including a female audience that doesn't play games as much.

GW: Sound is a big part of village life in Animal Crossing. What are your favorite sounds or musical elements of the game?

TT: I really like K.K. Slider, the guitar-playing dog who shows up now and then. I like how people wonder who this mysterious character is. Also, every hour, the background music changes, which has a nice effect on game play. For example, though children may play in the daytime, adults may play very late at night, hearing specific background music for the late night hours. Then when they play in the daytime in the weekend, they'll be surprised by all the new music.



NINTENDO GAMECUBE

1080°: WHITE STORM
4X4 EVO 2
AGGRESSIVE INLINE
ANIMAL CROSSING
AQUAMAN: BATTLE FOR ATLANTIS
ARMY MEN: SARGE'S WAR
BACKYARD FOOTBALL
BARBARIAN
BATMAN: DARK TOMORROW
BATTLEBOTS
BIG AIR FREESTYLE
BLACK & BRUISED
BLOODRAYNE
BURNOUT 2: POINT OF IMPACT
BUTT UGLY MARTIANS
CAPCOM VS. SNK2 EO
CASPER: SPIRIT DIMENSIONS
CONFLICT: DESERT STORM
CRASH BANDICOOT: THE WRATH OF CORTEX
CROUCHING TIGER, HIDDEN DRAGON
CUBIX ROBOTS FOR EVERYONE: SCRAMBLE
CUBIX ROBOTS FOR EVERYONE: SHOWDOWN
DARKENED SKYE
DAVE MIRRA FREESTYLE BMX3
DEFENDER
DINOTOPIA
DISNEY'S ALL-STAR SPORTS BASKETBALL
DISNEY'S ALL-STAR SPORTS FOOTBALL
DISNEY'S ALL-STAR SPORTS MOTOCROSS
DISNEY'S ALL-STAR SPORTS SKATEBOARDING
DISNEY'S ALL-STAR SPORTS SNOWBOARDING
DISNEY'S ALL-STAR SPORTS SOCCER
DISNEY'S MICKEY PARTY
DONKEY KONG RACING
DRAGON'S LAIR 3D
DR. MUTO
DUNGEONS AND DRAGONS HEROES
EGG MANIA: EGGSTREME MADNESS
ENCLAVE
E.T. THE EXTRATERRESTRIAL: SEARCH FOR DRAGORU
EVOLUTION SKATEBOARDING
EVOLUTION SNOWBOARDING
EVOLUTION WORLDS
F1 2002
FREAKY FLYERS
FREEKSTYLE
FROGGER CLASSIC
F-ZERO
GALLEON: ISLANDS OF MYSTERY
GLADIUS
GODZILLA: DESTROY ALL MONSTERS MELEE
GRAVITY GAMES BIKE: STREET. VERT. DIRT.
HARRY POTTER AND THE CHAMBER OF SECRETS
HARVEST MOON: A WONDERFUL LIFE
HAVEN: CALL OF THE KING
HIDDEN INVASION
HIGH HEAT BASEBALL 2003
THE HOBBIT
HOT WHEELS: VELOCITY X
IMMORTAL WARRIOR
JAMES BOND: NIGHTFIRE
JIMMY NEUTRON: BOY GENIUS
JONNY MOSELEY MAD TRIX
KAMEO: ELEMENTS OF POWER
KELLY SLATER'S PRO SURFER
THE LEGEND OF ZELDA
LEGENDS OF WRESTLING II
THE LORD OF THE RINGS
MACE GRIFFIN: BOUNTY HUNTER
MADDEN NFL 2003
MARIO GOLF
MARIO PARTY 4
MARIO TENNIS
MARY KATE AND ASHLEY SWEET 16
MASTERS OF THE UNIVERSE: HE-MAN: POWER OF GRAYSKULL
MEDAL OF HONOR
METROID PRIME
MINORITY REPORT
MISSION: IMPOSSIBLE—OPERATION SURMA
MLB SLUGFEST 20-03
MONOPOLY PARTY
MONSTERS, INC.
MORTAL KOMBAT: DEADLY ALLIANCE
MR. DRILLER
MX SUPERFLY
MYSTIC HEROES
NASCAR HEAT 2
NASCAR THUNDER 2003
NBA 2K3
NBA BALLERS
NCAA BASKETBALL 2K3
NCAA FOOTBALL 2K3
NEED FOR SPEED: HOT PURSUIT 2
NFL 2K3
NFL BLITZ 20-03
NHL 2K3
NHL HITZ 20-03
NICKELODEON PARTY BLAST
OUTLAW GOLF
PAC-MAN FEVER
PHANTASY STAR ONLINE EPISODE I&II
PK DUCK
THE POWERPUFF GIRLS
PROJECT BG&E
RALLY FUSION: RACE OF CHAMPIONS
RAYMAN 3: HOODLUM HAVOC
REIGN OF FIRE
RESIDENT EVIL 2
RESIDENT EVIL 3
RESIDENT EVIL ZERO
RISK
ROBOTECH: BATTLE CRY
ROCKET POWER: BEACH BANDITS
ROCKY
ROLLING
RTX RED ROCK
RUGRATS ROYAL RANSOM
SCOOBY-DOO! NIGHT OF 100 FRIGHTS
SHAUN MURRAY'S PRO WAKEBOARDER
SHREK: EXTRA LARGE
SONIC ADVENTURE (WORKING TITLE)
SONIC: MEGA COLLECTION
SNOOD
SOUL CALIBUR II
SPONGEBOB SQUAREPANTS: REVENGE OF THE FLYING DUTCHMAN
STAR FOX ADVENTURES
STAR WARS: BOUNTY HUNTER
STAR WARS JEDI KNIGHT II: JEDI OUTCAST
STAR WARS: THE CLONE WARS
SUPER MARIO SUNSHINE
SUPER MONKEY BALL 2
SWINGERZ GOLF
TAZ: WANTED
TETRIS WORLDS
TIMESPLITTERS 2
TINY TOON: DEFENDERS OF THE UNIVERSE
TOM CLANCY'S SPLINTER CELL
TONY HAWK'S PRO SKATER 4
TOP GUN: COMBAT ZONES
TOXIC GRIND
TUROK: EVOLUTION
TY THE TASMANIAN TIGER
VEXX
WARIO WORLD
WHIRL TOUR
WORMS BLAST
WRESTLEMANIA X8
WTA TOUR TENNIS
XIII
X-MEN: NEXT DIMENSION
X-MEN: WOLVERINE'S REVENGE
ZAPPER
ZOOCUBE

GAME BOY ADVANCE

A SOUND OF THUNDER
AERIAL ACES
AIR FORCE DELTA STORM
ALL-STAR BASEBALL 2003
ALTERED BEAST
AN AMERICAN TAIL: FIEVEL'S GOLD RUSH
BACKYARD FOOTBALL
BALDUR'S GATE
BANJO KAZOOIE: GRUNTY'S REVENGE
BARBIE GROOVY GAMES
BOULDER DASH EX
CAR BATTLER JOE
COLIN MCRAE RALLY 2.0
CONTRA ADVANCE
CRAZY CHASE
CRAZY TAXI
CREATURES
CUBIX ROBOTS FOR EVERYONE: SHOWDOWN
CUSTOM ROBO GX
DAVID BECKHAM SOCCER
DEFENDER OF THE CROWN
DIDDY KONG PILOT
DISNEY'S TREASURE PLANET
DK COCONUT CRACKERS
DRIVER 2
DUKE NUKEM ADVANCE
DUNGEONS & DRAGONS: EYE OF THE BEHOLDER
ECKS VS. SEVER 2
EGG MANIA
EVOLUTION SKATEBOARDING
FAMILY TENNIS ADVANCE
FAMITSA ADVANCE
FINAL FANTASY TACTICS
FIRE PRO WRESTLING 2
FREEKSTYLE
FROGGER CLASSIC
GAME & WATCH GALLERY 4
GOLDEN SUN: THE LOST AGE
HAMTARO*
HARRY POTTER AND THE CHAMBER OF SECRETS
HOT WHEELS
KELLY SLATER'S PRO SURFER
KIRBY GBA
KURURIN PARADISE
THE LAND BEFORE TIME
THE LEGEND OF ZELDA: A LINK TO THE PAST
LEGO SOCCER MANIA
LILO AND STITCH
THE LORD OF THE RINGS, PART 1
THE LORD OF THE RINGS, THE TWO TOWERS
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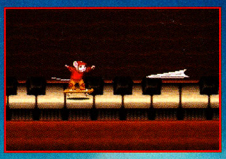
NEED FOR SPEED
NFL BLITZ 20-03
NHL HITZ 20-02
NICKELODEON PARTY BLAST
ODDWORLD: MUNCH'S ODDYSEE
PAINTBALL
PHANTASY STAR COLLECTION
PINKY & THE BRAIN: THE MASTER PLAN
POWER RANGERS WILD FORCE
RAYMAN 2*
RAYMAN 3
ROAD RASH
ROBOTECH: THE MACROSS SAGA
ROCKET POWER: BEACH BANDITS
RUGRATS I GOTTA GO PARTY
SABREWULF
SAMURAI JACK
SCOOBY-DOO! THE MOVIE
SECRET AGENT BARBIE: THE ROYAL JEWELS MISSION
SEGA SMASH PACK
SHAUN MURRAY'S PRO WAKEBOARDER
SIMCITY 2000
SMUGGLER'S RUN
SOCCER KID
SONIC ADVANCE 2
SPACE CHANNEL 5
SPONGEBOB SQUAREPANTS: REVENGE OF THE FLYING DUTCHMAN
SPY KIDS 2: ISLAND OF LOST DREAMS
SPYRO 2: SEASON OF FLAME
STREET FIGHER 3 ALPHA
SUPER GHOULS 'N GHOSTS
SUPERMAN
SUPER MONKEY BALL
TALES OF PHANTASIA
TALES OF THE WORLD: NARIKIRI DUNGEON 2
TINY TOON ADVENTURES: SCARY DREAMS
TINY TOON ADVENTURES: WACKY STACKERS
ULTIMATE BRAIN GAMES
URBAN YETI
VIRTUA TENNIS
WALT DISNEY'S THE JUNGLE BOOK
WILD THORNBERRYS: THE MOVIE
WING COMMANDER
WINGS ADVANCE
WOODY WOODPECKER IN CRAZY CASTLE 5
WTA TOUR TENNIS
X-BLADEZ: INLINE SKATER
X-MEN: WOLVERINE'S REVENGE
YOSHI'S ISLAND: SUPER MARIO ADVANCE 3
YOSHI'S STORY
YU-GI-OH! DUNGEON DICE MONSTERS ADVANCE
YU-GI-OH! THE ETERNAL DUELIST SOUL
ZAPPER

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST
*GAME BOY COLOR GAMES

A Little Goes A Long Way

Race, dodge, jump, skateboard, and fly a plane through 10 levels of platform, racing and flying action.



Compete side-by-side with a friend using your Game Boy® Advance Game Link® Cable for twice the fun.

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Stuart's new best friend, Margalo, has disappeared, and so has Mrs. Little's wedding ring. As Stuart, it's up to you to solve both mysteries. One thing's for sure–you're in for non-stop fun in this high-flying adventure!

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EVERYONE E CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

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GAME BOY ADVANCE

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SCREEN TEST

What's going on in the silly screen shot below? We've come up with a caption, but if you think you can do better, send your best lines to poweron@nintendo.com. We'll print the funniest lines in the October issue!

I have one thing to say: Sashay, Shantae!

YOUR SCREEN TEST CAPTIONS

Our line was "Awww, is the little baby gonna monkey bawl now?" Here are your best lines:

Eat that, John Travolta. —*Tommy*
Oh! And he takes one for the team! —*N64kid89*
Baby! That's the fifth one this week! —*Kerry J. Carlini*
Game, set and hatched. —*Joey Rodz*
Uh-oh! I think I need a new diapie. —*C.H.A.O.S.C.O.N.T.R.O.L*
Ha ha ha! You crack me up. —*Jesse Rowley*
I think somebody's had a little too much sugar. —*Fat Turkey*
"Ay, ay, ay, I told you he couldn't fly," said Aiai. —*Wagner1990*
I hope my insurance covers ball damage. —*David Thimmesch*
Oh no! And the salesman said it was the ultimate in baby protection! —*Richie Neiman*
Oh, sorry I had ta burst your bubble like that, kid. —*BeepMareep413*
Hey mawwww, these here chickens are laying bad eggs! —*Lee & Trudy Rickerman*
No, Mom—press the A Button after you get off the ramp, remember? —*Sarah Jacob*
I got the super, ok, I got the monkey, good, I got the . . . hemispheres? Ok, I dont have the Krazy Glue . . . —*Joe Wiley*
G'day, mate! Here we see some sort of monkey emerging from its protective ball. Crikey! He's a killa! —*Ben Gawie*

TRASH TALKIN' WITH JASON

Back in Volume 154, I asked for the best insults you use during multiplayer throwdowns, and, after wading through a garbage can full of one-liners, it's time to take out the trash. It seems a lot of you are just too downright polite, but some readers have got attitude and several of their mudslingin' zingers appear below.

- Your grandma must have taught you how to play because you're ancient history. —FMingMan
- Forget the circus; I'm the greatest show on Earth! —Zak
- Kit Kat's the name, but I'm never gonna give you a break! —Oliver Martinez
- You might want to check the expiration date on your skills. —Philip Hanan
- Would you like me to break your thumbs so you have an excuse? —Nimrod2685
- Something stinks in here. Oh wait—it's your score! —Alex
- Could you go stand by the air freshener for a little while? —Peter Forbes
- Are we on the sun? Because I'm on fire. —LuckyPug
- Is there a leak in the room or is that sweat running down your face? —Jamie Hayden
- You need the Heimlich maneuver or something, 'cause you're choking. —Cman141
- Looks like you'll need a vacuum to eat my dust! —Chaosboy
- Call me the bus driver, because I'm taking you to school! —William Murphy
- You're like a cradle—you're always getting rocked. —Kurt and Vince Horiuchi
- Are you mad about losing or does smoke always come out of your ears like that? —Matt C.'s mom

Got a good insult? Bring it on! Send your best one-liners to Power On.

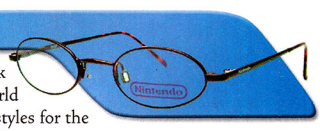
SUPER MARIO, TRAVELIN' MAN

Sure, Mario takes a vacation in an exciting new land in Super Mario Sunshine, but the overalls-wearing adventurer has always been one well-traveled plumber. We've chosen a few of the more exotic locales Mario's been to over the years and erased every letter in their names except for the letters that also appear in Mario's name. Can you play super travel agent and figure out where Mario's been? We've included clues to help you out.

1.	_ _ _ - _ O _	THE WORLD OF DREAMS
2.	_ O _ _ I' _ I _ _ A _ _	BABY MARIO GOT LOST HERE
3.	M I _ _ _ _ O R _ _	GLITCH WORLD IN SUPER MARIO'S FIRST OUTING
4.	R A I _ _ O _ R O A _	TRANSPARENT MULTICOLOR SPEEDWAY
5.	_ A R I O' _ _ A _ _ _ _	MUST HAVE SIX GOLDEN COINS TO ENTER
6.	_ O _ _ _ R O _ _ R _ A _	PIRATE-FLAG INLET
7.	_ O O _, _ O O _ M O _ _ _ A I _	LITTLE PENGUIN LOST AND FOUND HERE
8.	_ _ _ _ _ _ _ ' _ _ O _ _ O _	GENERAL GUY'S STOMPING GROUNDS
9.	_ R _ _ R _ O _ _ _ O _ _	SANDY CITY WHERE THE PASTA IS DRY
10.	_ A _ I M A R I _ _ _ _ R _	LIKE KALAHARI WITH MORE SQUID
11.	_ _ _ R _ A _ _ _ A R	MARIO PARTY'S ULTIMATE BOARD
12.	_ _ A _ _ _ _ A _ _	BLACK HOLE BOWSER'S HAUNT
13.	_ A _ _ O _ _ _ O _ _	FROGFUCIUS LIVES HERE
14.	M O _ _ _ R O _ O _ _	THWOMP'S ROOM IS IN THIS LOCATION
15.	_ O A _ _ I _ _ _ A _ _ _	WHERE A SCOTTISH MUSHROOM MIGHT PLAY GOLF
16.	_ R A _ _ _ _ A _ _	MARIO TAKES HIS FIRST AIRSHIP RIDE HERE
17.	_ I _ _ _ _ _ _ A _	PLUMBER-FRIENDLY DUEL MAP
18.	_ I M _ _ _ _ _ A _ _	MALLOW'S PARENTS ARE RESCUED HERE
19.	_ A _ I _ _ A _ O M _	LEMMY KOOPA GUARDS THIS SWEET SPOT
20.	_ A R _ _ O _ _	THIS SHORTCUT CENTRAL IS JUST A WHISTLE AWAY

ANSWERS: 1. SUB-CON (SUPER MARIO BROS. 2) 2. YOSHI'S ISLAND (SUPER MARIO WORLD 2: YOSHI'S ISLAND) 3. MINUS WORLD (SUPER MARIO BROS.) 4. RAINBOW ROAD (MARIO KART 64) 5. WARIO'S CASTLE (SUPER MARIO LAND 2: SIX GOLDEN COINS) 6. JOLLY ROGER BAY (SUPER MARIO 64) 7. COOL, COOL MOUNTAIN (SUPER MARIO 64) 8. SHY GUY'S TOY BOX (PAPER MARIO) 9. DRY DRY OUTPOST (PAPER MARIO) 10. KALIMARI DESERT (MARIO KART 64) 11. ETERNAL STAR (MARIO PARTY) 12. SPACE LAND (MARIO PARTY 2) 13. TADPOLE POND (SUPER MARIO RPG: LEGEND OF THE SEVEN STARS) 14. MONSTRO TOWN (SUPER MARIO RPG: LEGEND OF THE SEVEN STARS) 15. TOAD HIGHLANDS (MARIO GOLF—N64) 16. GRASS LAND (SUPER MARIO BROS. 3) 17. PIPESQUEAK (MARIO PARTY 3) 18. NIMBUS LAND (SUPER MARIO RPG: LEGEND OF THE SEVEN STARS) 19. VANILLA DOME (SUPER MARIO WORLD) 20. WARP ZONE (SUPER MARIO BROS. 3) PLEASE NOTE: SOME LOCATIONS APPEAR IN MORE THAN ONE GAME.

ALL EYES ON NINTENDO



Lantis Eyewear's line of stylish frames with the Nintendo name and the famous racetrack logo are the best-selling kid's frames at Wal-Mart. Young gamers who'd like to see the world through Nintendo-colored glasses are in luck—the company is releasing a couple of new styles for the back-to-school season. Hey, if you have to wear glasses, why not wear ones with Nintendo frames?

BEGUN THIS CLONE WAR HAS

On May 16, 2002, *Star Wars* Episode II: *Attack of the Clones* opened in theaters. To celebrate the event, the NP Krew visited Seattle's Cinerama theater—where hundreds of fans were camped out for the premiere—and let the nerf-herders test-drive *Star Wars* Rogue Squadron II: Rogue Leader for GCN.

John Guth of the Seattle Star Wars Society began waiting in line on January 1, 2002. The NP Krew asked him, "Why wait so long?" He said, "It's fun. We're having a good time. Everyone has smiles on their faces." When asked what he thinks about Rogue Leader, he replied, "I like that it's easy to play and that it's in English."

Who's scruffy looking? Marco Scaringi (dressed as a Jedi) with friends Joshua Newman and Ryan Collins.

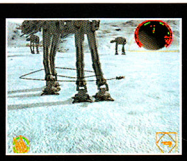
STAR WARS STATS

- Days John Guth spent in line: 136
- Number of tickets each person was allowed to buy: 4
- People in costume: 8
- People with lightsabers: 11
- Wookiee sightings: 0
- Porta-potties: 12
- Inflatable landspeeders: 1
- R2-D2 coolers: 2
- Watto statues: 1
- Darth Maul chairs: 1
- Times an NP Krew member said "I have a bad feeling about this": 2

Laugh it up, fuzzball! Tony Case drags out his Princess Leia outfit.

Daniel Summerfelt, Blake Behnke, Josh Eash, Chris Maser (left to right). According to Daniel, "There's no such thing as a bad *Star Wars* game."

Most popular ship: B-Wing



Most popular level: Hoth

Do or do not, there is no try. Joe Crawford, tenth in line, tests out Rogue Leader. Joe says the ultimate Star Wars game "should have a good story line. Maybe even be a spin-off of the original."

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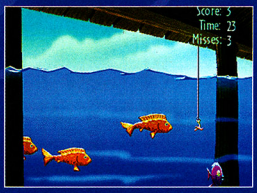
Calling All Campers!

camphyrule.com

Big adventure hits Camp Hyrule every year. In 2000, the moon from The Legend of Zelda: Majora's Mask crashed the party.

For the first time in Camp Hyrule history, everyone on the planet can attend Nintendo's online summer camp, held from August 19-23. At the massively popular camp, crowds of video gamers live, eat and breathe Nintendo for five crazy days. Lots of visitors attend Camp Hyrule year after year, looking forward to seeing cabin friends and camp counselors from previous years—and looking forward to all the great games, insider chats and potential prize winning that are part of Camp Hyrule fun. Ever since the early 1990s, Nintendo has limited participation to several thousand happy campers—but no more. Everyone can come in 2002, as long you register at camphyrule.com on August 6-8.

With such a giant crowd expected this year, Nintendo's bringing only its giant names to Camp Hyrule. When you're not hanging out in your assigned cabin, chatting up your cabin mates, you can roam all the camp's other themed chat areas, discussing all things Mario at Super Mario's Sunshine Beach, talking Metroid in Samus's spaceship and chewing the fat about Kirby at Kirby's Mess Hall. There are many other chat landmarks at Camp Hyrule—you'll need to show up to see what else is in store this year!



While most of Camp Hyrule's Flash games are still under wraps, the classic Fishing will be back.

Camp Hyrule will again feature daily cabin competitions, in which you and your cabin mates earn points for your cabin by completing daily objectives, such as haiku writing, game-inspired drawing and face painting. The camp will also have a fresh batch of Flash games inspired by Nintendo's upcoming titles. No spoilers here—but with Star Fox, Animal Crossing and the Legend of Zelda all coming soon, you can make some pretty smart guesses on your own. Andy Hartpence, one of the Camp Hyrule administrators, isn't spilling the beans on what's planned for this year's big event. But he's happy to reminisce about previous years in a quick Q&A.

Nintendo Online: Andy, what's your favorite memory from past Camp Hyrules?

Andy: That'd be from Camp Hyrule in August 2000. When camp began, everyone thought it was strange that the moon was visible during the day. The moon kept getting bigger each day, until it finally crashed into camp on the final day, Friday. The camp boss, Dan, really wanted me to evacuate camp, but the campers were having too much fun, so I refused to clear everyone out. No one was hurt, but a few popsicle-stick crafts in the Trading Post were ruined. You should have seen that thing splat down. It was awesome.

Nintendo Online: Any words of wisdom for this year's campers?

Andy: I always find it interesting that people want to sneak in to the camp's NOA Headquarters. That's where Dan and the other administrators stay throughout the week of camp. Sure, we have a few more luxurious items than the other campers, but our jobs are stressful and we deserve them. My solar-powered nose hair trimmer, for example, is indispensable. Also, I'd like to assure all veteran Camp Hyrule attendees that loft monsters, apocalyptic fiascoes, camp maniacs and technical difficulties will be nowhere in sight this year. Well, I'm pretty sure we took care of that loft monster problem, anyway.

Win a Disney Dream Vacation!

nintendo.com/magicalmirror

Get your mouse in gear! In early August, head to the website for Disney's Magical Mirror Staring Mickey Mouse for your chance to win a Disney megavacation!

Want to get a jump on the latest, greatest Nintendo websites about to break onto the Internet scene? Stay tuned for more upcoming online developments and be among the first at the heart of the action.

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Disney's Magical Mirror Starring Mickey Mouse

When Mickey falls through a mirror and becomes trapped in an enchanted mansion, he must use every trick in the book to outwit its resident ghost! Mickey's GCN debut is a charmer—and a big breakthrough that blends video game action with cartoon fun!

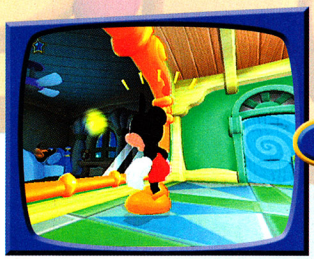
©2002 Disney. Licensed to Nintendo. Developed by Nintendo and CAPCOM.

Spooky and Kooky

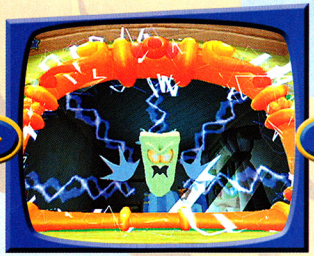
With lots of haunted mansions on the market, what's a Mickey Mouse game to do? Fill the house with everyday objects that come to life with Disney-esque dance moves and zoo critters that have their own sense of humor—then possess the place with a weird ghost that's memorable enough to get his own half hour on the Disney Channel. Like no other Disney game before it, Magical Mirror Starring Mickey Mouse feels like a 3-D Disney cartoon movie, full of magical adventure and minigames spliced with cartoon sequences. It's fun stuff, if you can find your way around!

Better than TV

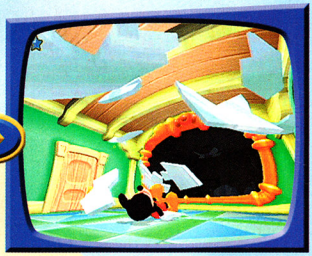
Half the fun of Magical Mirror is playing through all the puzzles; the other half is watching all of the cartoon sequences! Slapstick chases, Matrix-inspired battle scenes, even Fantasia-style cut scenes where cutlery dances a jig—the game is filled with more Disney personality than a month of Saturday morning cartoons. Right from the start, with its cinematic introduction, Magical Mirror sends Mickey through the looking glass into a house that's just crammed with exciting animation.



After Mickey's curiosity gets the better of him—and he's fallen through his mirror—he discovers that he's left his sleeping self behind.



Just then, the impish Ghost appears in the mirror and blasts it with lightning. The plot's thickening already, just like any great cartoon movie.



There's no returning home for Mickey—the mirror blasts inward, scattering shards all over the floor, which traps the hapless mouse!

Tricks of the Trade

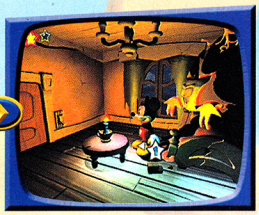
When you wish upon a star, it makes a difference in Magical Mirror, because you use Energy Stars to activate the game's magical tricks and cartoon sequences. The game always lets you know when there's a magical opportunity at hand by wobbling the edges of the screen. From that instant, you have only a few seconds to point your control cursor at the exact point in the room where you can trigger a magic trick, whether on a clock, guitar or fishbowl. If you can't find it, the magic moment will pass. If you can, and you have enough Energy Stars to fuel the enchantment, you'll witness something unexpected—and usually receive a useful prize!

Mickey can carry a quantity of Energy Stars equal to his number of Star Holders, which are blue vessels hidden throughout the mansion. When you grab a Star Holder, it not only increases capacity but also fills your Energy Star power to the maximum.

When you spot a magic opportunity, you'll see a star that shows the Energy Star cost for activating the trick.

Energy Stars are strewn throughout the mansion. They're not common, though, so spend your stars wisely!

Some tricks are strung in cause-and-effect chains. You may do a trick that pulls the Ghost out of your shadow . . .



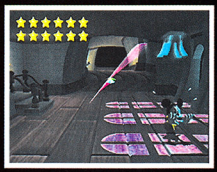
. . . and then need to spend even more stars to activate a trick that scorches the Ghost with a candle.

Mansion Minigames

To unlock one of the minigames hidden in Magical Mirror, you'll need to complete an objective in a specific room of the mansion. After that, return to its activation point in the mansion to replay the minigame whenever you like. They're loads of Disney fun!

Sword Minigame

In the fast-paced sword minigame, you must dash down a rollicking hallway filled with menacing furniture while a flying sword pursues you.



When furniture rises into the air, dash to the opposite side of the hallway before it falls.

If you're squashed by furniture, the sword will swipe at you and steal some Energy Stars.

Airplane Minigame

You'll have 45 seconds to pilot a small plane to the final goal—a showdown with the Ghost. Grab all the Energy Stars you can along the way.

To reach the end of the route in time, pass through the rainbow hoops for speed bursts.

The Ghost will spit blocking bubbles. Shoot them then keep peppering your opponent.

Dancing Minigame

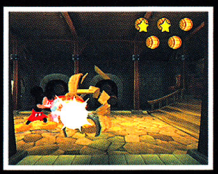
Staged on a cake, with sugary visions blowing by, the dancing minigame requires you to follow Controller instructions assigned beat by beat to dance tunes.

The green spotlight shows you what beat—and what Controller action—you're on.

If you flub a move, you'll earn a red mark against you and receive fewer Energy Stars.

Barrel Minigame

You'll have the special power to charge up and fire energy bursts from your hands during the minigame. Use the bursts to destroy five bouncing barrels.



Charge up and release a burst right away before the barrel bounces past you.

Barrels may bounce at different paces, so study their movement then shoot quickly.

Electric Guitar Minigame

While Mickey plays a rock 'n' roll rhythm on his guitar, you must catch falling Energy Stars before they fall past the bottom of the screen.

Catch the Energy Stars by moving the pink Mickey symbol into one of three circles.

You'll nab a star if you move the pink symbol onto the star as it passes through a circle.

Snowboarding Minigame

In the challenge, you'll race down an alpine slope, collecting Energy Stars along the way. Avoid crashing into trees and rock faces—but snowmen are fair game.

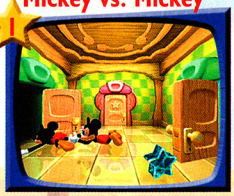
Sometimes you need to time your jumps perfectly to reach Energy Stars in the sky.

To reach a hidden Energy Star, crash through the first snowman on the first left branch.

Step by Step

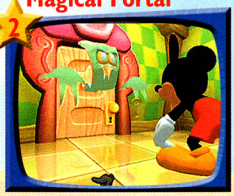
Mickey's trapped in a mansion so enormous that you'll need a full map to find your way around! Our walk-through covers most of the rooms and helps you gather many of the items and Energy Stars you'll need to complete the rest of the game. Knowing which rooms to revisit, what tricks to reactivate and how to unlock all the minigames is the part we leave up to you!

1 Mickey vs. Mickey



In the first room, open each of the facing doors to activate a cartoon. Mickey will tackle his double, who'll then drop a Star Holder. Collect it.

2 Magical Portal



Activate the one-star trick on the door to see a cartoon in which the Ghost drops a key. Pick up the key and use it to unlock the door.

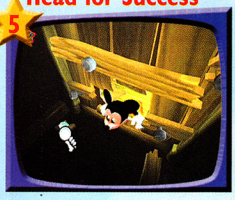
3 Broken Hopes

When you enter the mirror room, you'll see a cartoon of shards being scattered throughout the mansion. Watch for location clues.

4 Cabinet Conjuration

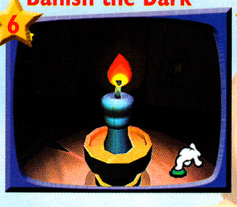
Activate the one-star trick on the green wardrobe to shake loose a key you'll need for another upcoming locked door.

5 Head for Success



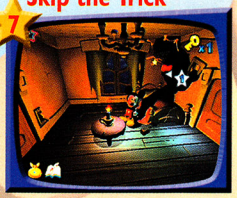
Stick your head in the wall hole to spot a mirror shard. Return later in the game to activate the trick—it's not essential your first time through the area. Collect the shard.

6 Banish the Dark



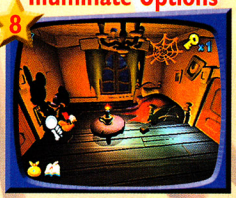
In the dark bedroom, you can't do much until you've lit up the room. So focus first on the table candle. After you click on it, press the A Button repeatedly until it's lit.

7 Skip the Trick



As will happen often early in the game, you won't yet have enough Energy Stars to do the shadow trick. When you have more stars later, return to all unplayed tricks.

8 Illuminate Options

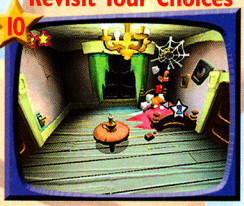


Once there's a little light in the room, you can use the electric light switch. Flip it to reveal even more point-and-click choices, such as a bed-bouncing trick.

9 Mickey's Mementos

Search for all souvenirs in the mansion, such as the Donald Duck collectible on the couch. Also get the Star Holder hidden behind the couch.

10 Revisit Your Choices



With your replenished Energy Stars, return to the bedroom and activate the bed-bouncing trick—you'll get another key for your efforts.

11 Pass the Playroom

There are lots of neat things in the playroom, such as train tracks and a rubber ducky, but you can't use them. Head into the next room.

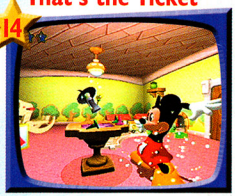
12 Horseplay Leads to Good Things

In the second playroom, click on the rocking horse then activate the two-star magic trick. You'll see a quick cartoon sequence in which Mickey rides the horse then gets thrown from it, knocking a mirror shard off an otherwise unreachable shelf. Collect the shard. After you've ridden the horse once, you can activate the trick—just for fun—for only one Energy Star.

13 Rummage Around

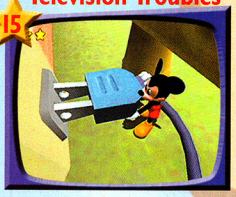
You're not done playing yet. Search the open toy box to find the flashlight. It will be stored in your Magic Bag until you need it—which won't be for a quite a long time.

14 That's the Ticket



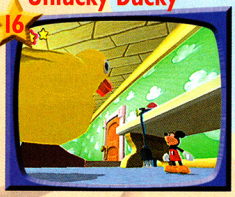
Return to the previous room to find more Energy Stars. You'll need two to activate the table-witch trick, which shrinks Mickey. Then put him on the toy train for a long ride.

15 Television Troubles



The train will stop at the toy depot in the first playroom. Once off the train, enter the mouse hole to reach the television room, then guide the television plug into the socket.

16 Unlucky Ducky



Being tiny offers options, few of which you can explore without higher star capacity. For now, enter the first playroom via the door crack then let the giant duck squash you.

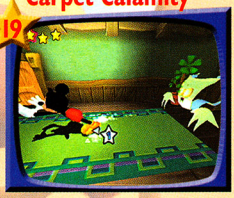
17 Star Search

Use a key to unlock the piggy-bank room. Click on the suspended Star Holder several times until it drops to the floor. Collect it to expand your Energy Star capacity.

18 Feed the Pig

Collect the coin, then examine the piggy bank twice to get an opportunity to drop in the coin. When you find other coins in the mansion, deposit them in the bank.

Carpet Calamity



Open the door at the end of the hall, then activate the one-star Ghost trick to cause a cartoon accident—and expose a mirror shard.

Break the Vase

In the chandelier room, examine the seemingly empty vase twice to discover a one-star trick opportunity. Activate it to shake out a key.

Flower Power

Snatch the flower from the vase on the other side of the chandelier room, then grab the Star Holder under the stairs.

Smashing Success

Click on the hanging chandelier to spot a two-star trick opportunity. Activate it to cause a huge accident and find another mirror shard.

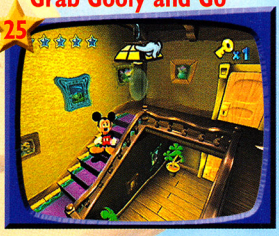
Cupboard Clickables

Briefly visit the dining room to collect a Star Holder, then go to the kitchen next door. Click on the cutlery to spot a three-star trick. Activate it to get a mirror shard.

Flour Power

Open the other cupboard to discover a two-star trick, which will cause a flour jar to topple onto Mickey—and let slip a hidden coin. Pick up the coin then unlock the door.

Grab Goofy and Go



In the staircase room, click on the lamp until a Goofy souvenir falls out. Collect it then unlock the second-floor door. Ignore the floor holes until you have the marble.

Balancing Act

To reach the key tied to the ceiling, stack the chairs together. When Mickey climbs up, rotate the Control Stick until he grabs it.

Through the Blue?

In the same room, you'll see a blue door, which grants a one-way trip all the way back to the mirror room. Enter the locked door instead.

Mickey Times Five Means Trouble

The doorway hall has two true doors—all the other ones are fakes. Enter any two doors to cause five Mickeys to appear, then pull both ears and the nose of the fourth from the left to reveal the Ghost. It will also reveal a Star Holder and expose the second true door, unfortunately locked.

Switch Wings

You'll need more keys to continue through the west mansion wing, so return to the chandelier room and enter the east wing. Use the stairs in the janitor's room.

Wayward Blade

In the basement room that is filled with ye olde weapons, open the far door to trigger a living-sword cartoon sequence that leads directly into the sword minigame.

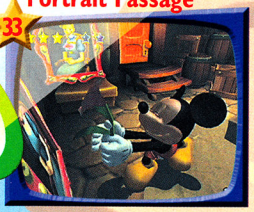
31 Escaping the Blade NP

Minigames provide a chance for you to recharge on Energy Stars. But the sword minigame is the only one that steals stars if you're hit.

32 Picture Imperfect

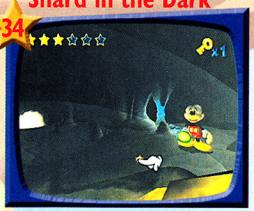
In the storage room, examine the portrait of the woman holding the flower to reveal a one-star trick opportunity, which will hurl Mickey back into the shelves to reveal a key. If you activate the part-two boot trick, you'll pursue the Ghost into a puzzle chain.

33 Portrait Passage



Look at the portrait a second time to get a chance to see the adjacent portrait even closer. Then give the flower from your Magic Bag to the portrait to expose a secret door.

34 Shard in the Dark



When you enter the secret passage, Mickey will automatically turn on the flashlight. With it, you can locate a mirror piece on the cavern floor. Pick it up, then round the bend to the exit.

35 Blocked in the Clock

You can't pass the clock tower without the missing gear, which you'll receive once you stuff three coins into the piggy bank. Return to the other wing to hunt for the third coin.

36 A Remote Point

Way in the other wing, unlock the third door on the right in the multi-Mickey hall. Then collect the remote control in the sofa room.

37 Flight from the Bumblebee

Take two naps in the sofa room to trigger a cartoon sequence in which a bee flies inside. Click on Mickey to get the bee to bug him. Keep doing so as Mickey runs around the room until he finally takes a stand against the bee. When the bee flees, it will knock a mirror shard off the windowsill.

38 Fishy Dancing

In the fishbowl room, examine the bowl then dance three times—pressing the A Button repeatedly for success—to win a marble.

39 Which Wardrobe?

In the wardrobe room, click on the pink armoire to discover a one-star trick. Activate it then a second one-star wardrobe trick—then jostle a shard loose by using the A Button and Control Stick.

40 Music Room

In the music room, you can activate the electric guitar minigame by clicking on the guitar, which rests in the corner. Whenever you're short on Energy Stars, play the minigame to earn some more!

Home Free?

With the clock tower gear and more surprises to find, Mickey is still a long way from home. Return to rooms and activate tricks with your higher Energy Star capacity—you'll discover even more tricks and minigames! Our walk-through has focused on essentials, but you'll want to click on every picture and fixture in your quest to collect all of the Disney souvenirs. For a break, head for the television room and use the remote control to watch lots of truly classic Mickey cartoons!

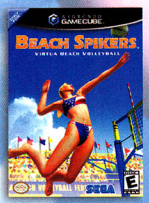
BEACH SPIKERS™

VIRTUA BEACH VOLLEYBALL

Bump!

Set!

Spike!



Beach Volleyball has Never Been Hotter!

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Nintendo and Capcom use digital sleight of hand to bring some classic Super NES magic to Game Boy Advance. Presto! It's in your hand!

Disney's Magical Quest Starring Mickey & Minnie

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PLUTO GETS PINCHED!

When Mickey and Minnie's misbehaving mutt, Pluto, runs away from them—and into the clutches of Emperor Pete—one of the canine's caretakers must brave the wilds of the malevolent monarch's magical kingdom. Journey through six distinctive environments as you pursue your purloined pet.

EVERYONE E CONTENT RATED BY ESRB

1. Treetops (page 44)
2. Dark Forest (page 45)
3. Fire Grotto (page 46)
4. Pete's Peak (page 47)
5. Snowy Valley (page 47)
6. Pete's Castle (page 48)

QUEST OF FRIENDS

When Mickey and Minnie meet via Game Link Cables, you know it's time for a party. One or two players can compete in four outfit-specific challenges. Go for the all-time best score or simply defeat a friend—it's up to you.

Normal Battle

Normal Battle is less a battle than a race. Dash through the skies, over clouds and blocks, to reach the finish line first. If you fall, you'll have to restart the race at the last activated checkpoint.

Fireman Battle

Hose down Treasure Boxes to release fountains of fresh fruit. The player who can gobble up the most morsels in the allotted time—and stay healthy—wins.

Wizard Battle

Blast away at flying torches, Treasure Boxes and your opponent as you compete to pick up as many coins as possible in two magic-packed minutes of mayhem.

Climber Battle

As in the Normal Battle, you must race the clock or your opponent to get to the finish line, but the Climber Battle course is more vertical than horizontal.

SUITS 'N THINGS

You'll start with only the standard set of threads that we've all come to associate with Minnie and Mickey, but you'll acquire a whole wardrobe of handy specialty clothing as you progress through the game.

Normal

You'll be able to jump and grab the handles of Treasure Boxes when you have your standard, gender-appropriate clothing.

Wizard

The Wizard outfit is a major upgrade from your regular getup. It allows you to fire blasts of magic and swim underwater.

Fireman

When Mickey pulls out his hose, flaming fiends had better beware! Suit up for fire fighting to move blocks and create ice bridges.

Climber

Watch Minnie shimmy up a rope when she's done up in her climbing outfit. You'll find that the retractable grappling hook has a number of uses.

Big Finish

You'll receive a heaping helping of points and some coins each time you clear one of the sections on the overworld map. Any coins you pick up on the way will be added to your total at the end of each level. If you finish a level in record time, you'll earn considerably more coins.

Magical Merchandise

When you enter a store in the game, be sure to press Start for a full description of the items for sale. You'll be able to use some special items in a forthcoming Nintendo GameCube game from Disney Interactive.

TREETOPS

You'll start your quest in a forest canopy, high up in the clouds. Bound from vine to vine as you get the hang of basic jumping skills. There's no need to climb down—just ride a giant tomato to the ground. You may not like the greeting party once you get there, however.

STAGE 1-1

Behind the Blocks

Leap from the tree house's window well to the suspended blocks beyond it. If you hop up to the roof of the house, you'll see a pile of blocks. Smash your way through them to find a doorway that leads to a Treasure Box.

Start Over

Go back to the area in front of the house, then grab and release a tomato. Grab the tomato again as it begins to fly. It will carry you up to a Treasure Box that contains delicious, point-rich fruit.

Have a Heart

If you're in too much of a hurry, you could miss a Treasure Box near the end of Stage 1-1. That would be a shame, since it holds a Heart Container—a power-up that lengthens your life bar by one heart.

STAGE 1-2

Tomato Transit

The large tomatoes located on steeply sloped vines aren't as tender as you may suspect. Hop on them then run the opposite direction to avoid thorny portions of your descent. You'll have to press Left on the Control Pad continually on the second, faster tomato. Jump from the third tomato onto the Mickey block then onto the top of the tree to get to the shop.

STAGE 1-3

Dive Down for a 2-Up

What would you do for two extra lives? Would you dive into the lair of a vicious beaver? All you need to do is evade the beaver—or bonk him on the head with a block. You'll be treated to a 2-Up when you pass through his twig dwelling.

Winged Worry

The bat-winged troublemaker on the forest floor will require repeated kicks to the head before he'll give up the ghost. Take your time and play it safe. Stay on either side of the screen, then jump when he dives down. Keep concentrating your attacks on the miniboss when he releases his minions.

Snake

Before you'll be able to enter the Dark Forest, you'll need to defeat a sinister segmented snake. You'll have a number of strategic options: You can hop on his head, toss blocks at his head or throw discarded tail segments at his head. Do you get the theme? Hit him in the head and watch out for his tail.

DARK FOREST

Pick up your turban and your Wizard getup at the start, then prepare yourself for magic time. The precision jumping in the Treetops is nothing compared to the perilous platforming you'll encounter among the terrifying timber of the forest.

STAGE 2-1

Thorn Free

The supple, thornlike branches in the forest will fling you high into the air if you time your jumps correctly while pressing Up on the Control Pad. Watch out for fish when you land.

Bunker Beneath Blocks

Use your magic finger to blast away the gold blocks that cover an underground bunker near a spiked pit. Jump in the hole to find a Treasure Box that contains a Heart Container.

Leaf Leverage

Jump from falling leaf to falling leaf to reach the exit. Don't dillydally once you've committed to the crossing—the leaves will be in constant motion. If you miss a single jump, you may not make it across.

STAGE 2-2

Swimfan

The Magic Turban allows you to breathe while you're underwater, but it won't protect you from other hazards. Blast the underwater doors to move between chambers, then swim through them before they close. After you exit the level, jump down to reach a secret shop.

Bungee Boss

The bouncing bully at the end of the stage will throw his grass skirt and spiked pods at you. Charge up your magic finger by holding down the A Button, then let him have it when he stops jumping. A couple of blasts will ground him for good.

STAGE 2-3

Critter Crushers

The stumplike creatures on the way out of the forest will squash you with their clubs if you don't watch your step. Time your movements—either over their heads or under their clubs—so you'll avoid their rhythmic blows.

Spider

Ill-advised jumps are the greatest dangers when fighting the spider. Remember that you are working without a net as you bound between blocks. Charge up your magical blasts then unleash them at the creature. You should also jump on the eight-legged freak's head whenever the opportunity presents itself.

FIRE GROTTO

Fire fighters usually enter flaming buildings to save lives. In the case of the Fire Grotto, the flames themselves seem to be alive. It'll take some hose-handling heroics to bring down the blazing beasts beneath the earth.

STAGE 3-1

Down You Go

There's only one way to get to the Fire Grotto: a long fall through an obstacle-strewn shaft. If you get hung up on any of the obstructions, a wall of spikes will make short work of you. Don't dawdle as you descend.

Expedient Excavation

A pile of gold blocks clogs a narrow portion of the tunnel near the bottom. Get to it as quickly as you can, then smash your way through. You'll have only a few seconds before the spikes reach you. Get the point?

Pile Driver

The miniboss guarding the grotto entrance has a subtle touch with his hammer. Each time he slams the ground, a stream of lava will shoot up where you are standing. Keep moving and shoot him with powered-up blasts of magic.

STAGE 3-2

Stepping-Stones

If you push the first moving block slightly to the right with a spray of water, you'll be able to ride it up to a pile of blocks. Remove the blocks to uncover a hidden door. You'll like what's inside.

Fire Wall

Use the moving rock heads as stepping-stones to reach a Treasure Box on a ledge above the flames. Remember to cool down the heads with your hose before you jump on them. The second-to-last head will take you to the treasure.

STAGE 3-3

Fire in the Hole

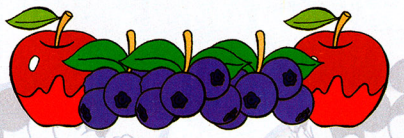
There are plenty of ways to reach the hidden shop near the end of the stage, but that doesn't mean it's an easy trip. Move blocks with your hose to create a staircase of stepping-stones to the blocks that hide the shop door.

Destination Shopping

Push a block to the right so you can ride it through a tunnel—plugged with blocks—that leads to a Treasure Box. Later in the level, you'll be able to dive underwater in your Wizard outfit to get an extra Heart Container.

Fire Breather

The fiery foe will keep you hopping, even though he himself won't move. A carousel of platforms will put you into perfect positions for spraying him, but there's a catch: The platforms catch on fire. Extinguish the flaming stones with your hose before you use them. Most importantly, remember to duck when you pass beneath the boss.



PETE'S PEAK

Your fire-fighting gear won't do you much good in the mountains, so you'll need to find a change of clothes and a strong rope. As if by magic, Goofy will appear at the beginning of the level to give you what you need. How did he get ahead of you?

STAGE 4-1

Get the Hook Up

Your new grappling hook is the essential tool you'll need to survive Pete's Peak. When it connects with an appropriate surface—a ledge, block or special grapple point—you can move up or down, or swing back and forth, using the Control Pad.

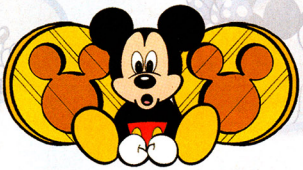
STAGE 4-2

High and/or Low Road

The obvious path through the stage will take you over some spikes, but it's an easy trip overall. If you're feeling adventurous, swing along the bottom of the rocks. The path leads to a Heart Container!

Vulture

The big bird boss isn't content to pick your bones—he wants to put you out of your misery altogether. The key tactic is to latch onto a grapple point when the buzzard buzzes the platform and grab one of his eggs. If you don't move out of the way, you'll be blown away. When you get a clean shot, fire an egg back at him.



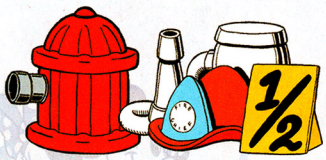
SNOWY VALLEY

You must pass through the frigid, miserable climate of Snowy Valley to reach Pete's Castle. For a Valley, it's actually pretty hilly. Put on the warmest clothes you own—the fire-fighting gear—and stay frosty.

STAGE 5-1

Thin Ice

You can create your own temporary platforms by spraying suspended snowballs with water from your hose. Use them to reach Treasure Boxes, and don't linger while doing so—the platforms will crumple in a few seconds.



STAGE 5-2

Use the Sled

Take a running leap to the first ledge in the stage, then don't slow down for anything. Use the ice sleds to build momentum. You'll need the speed to cross wide chasms.

Walrus

It's unclear whether the walrus wants to hurt you—you may just be in his way while he performs nifty skating tricks. He definitely will hurt you, though, so spray him in the face with your hose. Your best trick is to conserve water whenever possible. Get out of his way when he stops on the sides of the halfpipe.

PETE'S CASTLE

You will have faced many trials to come so far in the game, but nothing can prepare you for the ultimate evil that awaits you. Okay, it's not that bad. It's just some guy named Pete, but he's no pushover in the final battle.

STAGE 6-1

Submerged Surprise

Dive underwater in your Wizard costume to reach a hidden alcove near the halfway point in the stage. The treasure there will warm your heart . . . or at least help you out in the game.

Water Wares

A large pile of gold blocks conceals an underwater doorway, and, like many such entrances in the game, there is a General Store on the other side of the door.

Let's Unroll

A false exit on top of a platform leads to a 1-Up. You'll also find a strange floating object near the deceptive door. Zap it with magic to turn it into a flying carpet, then hop onboard to reach the real exit.

STAGE 6-2

Area Rugs

There are three flying carpets you can use to navigate the vertical tunnel in the second stage, but if you're really sharp, you will be able to reach the bottom using just one.

Stick It to Ya

There will be no second chances on the flight down. If you touch any of the spikes on the walls, you'll have to restart the stage.

STAGE 6-3

Dumb Bombs

The cannon creeps don't have very good aim, but the bombs they fire will hurt you if you don't take precautions. Time your climb between the blasts, and hose the projectiles when they come near.

For Pete's Sake

There are four different exits you can take to leave the third stage, but only one of them leads to Emperor Pete. Proceed to the upper-left mouth to meet the mastermind.

FOR PETE'S SAKE

Pluto is almost within your reach—all you have to do is finish off the rotten royal who dognapped him. Dodge his magical brick barrages and flying torches then hit him with magic of your own while he rests between attacks. For a more detailed description of the duel, check out nintendopower.com.

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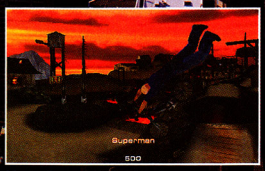

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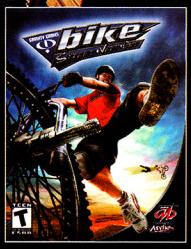

Sneak preview at www.gravitygamesbike.midway.com

PlayStation 2

XBOX

GRAVITY GAMES

TEEN T CONTENT RATED BY ESRB

Blood
Mild Lyrics
Mild Violence

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Join Mario on his vacation in the tropical paradise that is Isle Delfino—enjoy the clear water, the sandy beaches and the thick, slippery sludge!?

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The WaveBird wireless Controller allows you to move freely and maneuver as you play games, without the risk of pulling the cord. You can execute Super Smash Bros. Melee combos or pluck Pikmin, without interference, from up to 20 feet away.

THE WAVEBIRD TAKES FLIGHT

CORD-FREE CONTROL

Making a connection without wires, the Wavebird wireless Controller gives you freedom of movement and control from up close and across the room. It's as perfect for solo players as it is for multiple players who want to spread out, switch places and interact with each other without passing Controllers or tangling cords. The WaveBird sends radio signals to a receiver that is connected to a GCN Controller socket. You don't have to point the Controller in the direction of the receiver, and you can keep playing even when something or someone stands in the way. The MSRP of $34.95 makes it an excellent choice if you're looking for an extra Controller.

Multiplayer action can be as crazy and competitive in the room as it is on the screen with four players connected to the console. The WaveBird gives players the chance to spread out and move around.

TUNE IN, TURN ON

The WaveBird looks and feels much like the standard Nintendo GameCube Controller, with the same button layout and the same direct control over the action on the screen. It operates on two AA batteries and on any of 16 radio channels. To set it up, all you have to do is plug in the wireless receiver, set the WaveBird and the wireless receiver to the same channel and turn on the Controller. The WaveBird's RF (radio frequency) technology is similar to that of a cordless telephone, which gives you a more reliable and more instantaneous connection than the infrared technology used in most television remote controls. Alkaline batteries can supply up to 100 hours of use.

The WaveBird transmits a signal to the wireless receiver using RF technology. The Controller doesn't include a rumble feature, in the interest of conserving battery power.

The wireless receiver plugs into any GCN Controller socket. A light indicates when it is receiving signals.

You can switch power to the "Off" position to conserve battery power when the WaveBird is not in use. A power light illuminates when the Controller is turned on.

The channel switch allows you to select any of 16 channels so your WaveBird won't interfere with other WaveBirds in use or with other devices that use RF technology.

WIN A WAVEBIRD

To celebrate the inaugural flight of the WaveBird wireless Controller, Nintendo Power is giving one WaveBird away to each of 10 randomly selected winners. If you want a chance to win a WaveBird, all you have to do is send a postcard to the address shown. Be sure to include your name, address and telephone number so we can contact you if you win.

NO PURCHASE NECESSARY. PURCHASE WILL NOT IMPROVE ODDS OF WINNING. Only legal U.S. or Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("Sponsor") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, print your name, address, telephone number and the word "WaveBird" on a postcard, and mail the entry to this address:

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One entry per household. To be eligible to win a prize, entries must be completed and received by Sponsor by 8/31/02 ("Entry Deadline"). Sponsor is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond Sponsor's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 9/15/02, winners will be randomly drawn from all received eligible entries received by the Entry Deadline. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. Sponsor will attempt to notify winners by mail by 10/15/02. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to Sponsor's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on total number of eligible entries received. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that Sponsor may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 9/15/02) a list of winners, send your request to the address above. VT residents may omit return postage. Grand Prize: Ten (10) entrants will each receive a WaveBird® wireless controller for the Nintendo GameCube video game system. Controller. Approximate Retail Value (ARV) of Grand prize package is $35.00. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Affidavit not returned within 45 days to Sponsor after notification, will result in prize forfeiture. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Sweepstakes at any time if causes beyond Sponsor's control affect the administration of the Sweepstakes or Sponsor otherwise becomes (in its sole discretion) incapable of running the Sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Sweepstakes and all accompanying materials are Copyright © 2002 by Nintendo of America Inc. All rights reserved. The sponsor of the Sweepstakes is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.

Welcome to Animal Crossing™

Population: Growing!

all aboard! calling all passengers!

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You've moved to your very own Animal Crossing town. You've met local furry folks and fine-feathered friends. You've added a second floor to your personal house—and filled it with cool furniture, insect cages, fish tanks, boom boxes and lots more. Now what? Well, if that weren't enough game play to fill years of your life, Nintendo's upcoming GCN title adds multiplayer action that lets you and your friends populate an Animal Crossing planet!

The second part of our multi-issue coverage picks up even more steam by exploring two styles of multi-player action that make your universe as big as you want it. Invite other players to live in your town! Or jump on the train and visit other players' towns! Whichever style suits you, Animal Crossing will never be the same, because the more multiplayer gaming you pursue, the more frequently you'll be surprised.

FLASHBACK TO SINGLE LIFE

In our July issue, you plunged into Animal Crossing for the first time—living through all the basics, just like anyone who first plays the game. But there's no such thing as a typical day, since every day is different. Your neighbors will be in different moods. The landscape will change as new citizens move to town, special visitors will show up for a while and nature will thrive with insects, fish and plant life. Even time will pass—and make changes in your town—totally in step with real time, whether you're playing Animal Crossing in the morning, at night, during winter, in the summer or even on the Fourth of July!

On your first day, you'll start your new life of adventure and friendships after pulling into the train station. Though all towns have a few things in common—the post office, for instance—they reflect your personality and tastes most of all!

Your town will have its own unique group of animal neighbors, all of whom you'll get to know like a new family of friends. You'll trade gifts, run errands, send and receive letters, blab about your life and even go fishing with them.

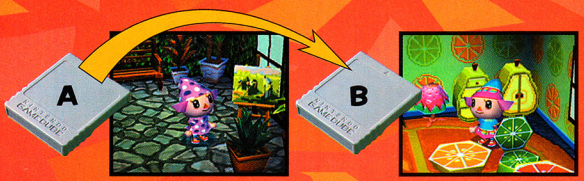
The more you hang out in your town, the more chances you'll have to collect a massive variety of things for your house. You can find just about everything but the kitchen sink—and you can bet someone's got a sink to sell, too!

ONE TOWN, MULTIPLE PLAYERS

When you first move to your town, Tom Nook will offer you a choice of four houses to call your own. That leaves three vacancies, which are for three other players you can invite to live in your town. After moving to town, they'll all be free to live their lives any way they choose, just like you. You won't ever meet the other players' characters—because only one person can play at a time—but you will see the town change radically. You can visit their houses. Your animal neighbors will blabber about them. You may receive gifts and much more from them. Their lives add lots of unpredictable fun.

MULTIPLE TOWNS, MULTIPLE PLAYERS

If a friend lends you a Memory Card that contains his own Animal Crossing town, you can plug it into Memory Slot B then travel to his town. Again, because only one person plays at a time, you'll never actually meet the player's character—or any other player's character—in the town. But your visit can have a massive impact. You can get cool stuff that's pretty rare in your town. His animal neighbors will start talking about you after you leave. You may even see his townies move to your neck of the woods, or vice versa. When you travel, changes can cut both ways.



To leave town, you'll speak to the train station monkey, who helps you onto the next train.

OR PACK YOUR BAGS WITH A MEMORY CARD!

If you put an empty card in Slot B of your GCN, you can save your character and belongings to it. That way, you can trade villages with a friend then enter his village on your GCN with your character while he does the same with yours.

NP GOES HANDS-ON WITH AC

To demonstrate all the unpredictable things that can happen with multiple players, Nintendo Power put Animal Crossing into the hands of four staffers. Two of us, Steven and Jessica, lived in the same town, playing the characters Spiffy and Martha, who live in Our-Town. Meanwhile, Chris started up a pretty little town called Twoville, while Alan—with his unique sense of humor—developed a strange town called Crud. What happened to us is only one example of how Animal Crossing takes on a life of its own when multiple people play the game!

OUR-TOWN MAP

FIRST DAY, MORNING (SPIFFY)

Actually, before the first day of NP's multiplayer activities, Steven had already been playing Spiffy for a week or more, making buddies of animal neighbors and developing a midsized house.

Though Spiffy had been running around in Our-Town morning and night, busy with more things than he could possibly do in one day, he noticed the three nearby vacant homes.

Spiffy wanted more human folks—players, that is—to live in Our-Town. So he saved his progress, using his personal Gyroid assistant, then signed off of Animal Crossing for the morning.

FIRST DAY, AFTERNOON (MARTHA)

Jessica arrived in Our-Town—meeting the train staition monkey—and named her character Martha. Within moments, she met Tom Nook, selected a vacant house and did all the typical first-day duties.

When she had a spare moment, Martha checked in with Spiffy's Gyroid assistant and read a greeting message that her next-door neighbor had left for her to discover.

Quickly getting into the swing of things, Martha made friends of all the villagers. And, more importantly (to her), she made lots of money and went on a shopping spree at Tom Nook's store.

Out of sheer appreciation for Spiffy's invitation to come live in Our-Town, Martha planted flowers around Spiffy's house, knowing that they'd still be there when Spiffy next came out.

Then, knowing that the town animals love to get letters, she sent every one of them a typed letter gushing about how much she'd enjoyed meeting them all. Maybe she'd get letters in return!

Martha knew that Spiffy had put lots of work into making Our-Town nice, which attracted many new animals to town—and she made many more friends who gave her lots of cool stuff!

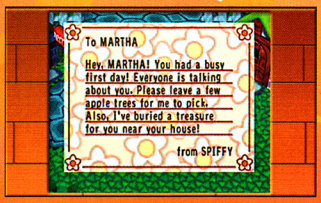
FIRST DAY, LATE AFTERNOON (SPIFFY)

When he checked in with all his animal friends, Spiffy discovered that many of them were already chatting about Martha. Since he couldn't meet her face-to-face, he sent Martha a letter.

He got another surprise. Spiffy thought he'd make quick cash by collecting apples then selling them to Tom. But he found that Martha had picked over most of the apple trees already.

Spiffy had forgotten to buy a really awesome thing at Tom Nook's store, so he returned to purchase it. But the item was gone, along with most of what the store had been selling that day!

SECOND DAY, MORNING (MARTHA)



Martha opened her mailbox first thing in the morning to find Spiffy's letter and read that, even though he didn't like that she'd taken all the fruit, he'd prepared a fun treasure hunt for her!

Martha grabbed her shovel and searched for the telltale X-marks-the-spot places where things were buried. Not so far from her house, she dug up his exceedingly generous prize.

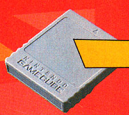
Since Spiffy had lavished cash on her in his treasure hunt, Martha bought a soda machine for him at Tom's store—then she mailed it to him before signing off from Our-Town for the day.

SECOND DAY, AFTERNOON (SPIFFY)

When Spiffy checked his mail, he discovered Martha's great letter and gift attachment. He was thrilled to get the soda machine, so he ran back inside to make room for it.

Later, Spiffy found that Martha had picked all the remaining apples in Our-Town. He threw a temper tantrum and starting cutting down all the apple trees—when bees attacked him!

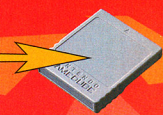
Spiffy knew that fruit from other towns would fetch bigger prices at the store, so he sent a letter to Martha explaining that he was going on a trip, then attached a see-you-later gift.



OUR-TOWN

One the way to Twoville, he met faceless Blanca on the train, who asked him to design a face for her. He was happy to oblige, but he hoped that she wouldn't look in the mirror any time soon.

When he completed the trip from Our-Town to Twoville—from Memory Card Slot A to Slot B, that is—Spiffy met the monkey who took care of the train station in Twoville.



TWOVILLE

With foreign fruit first in his mind, Spiffy scoured Twoville for the local produce and found cherry trees. He shook the trees for lots of cherries to carry back home and plant.

Spiffy had been able to travel to Twoville because Metoo (Chris) had lent him his town. So Spiffy checked with Metoo's Gyroid for any messages—and found lots of Metoo's stuff for sale!

After buying a spifftastic outfit from Metoo's Gyroid, Spiffy checked out what cool things Metoo wasn't selling. He entered his house and saw what kind of stuff Metoo liked to collect.

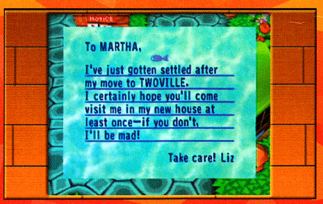
Metoo's town was crammed with neighbors, so Spiffy introduced himself to the fresh crop of critters. He was amazed at the diversity of life outside his town and planned to return soon.

Since Martha had cleaned out Tom's shop back in Our-Town, Spiffy visited Tom's Twoville store. He was surprised that Tom hadn't expanded the store yet but still found neat new stuff for sale.

After cleaning out Tom's Twoville shop—and sending a letter to Metoo about how awesome his town was—Spiffy returned to the station and took the next train back to Our-Town.

DAYS LATER, FOURTH OF JULY (MARTHA)

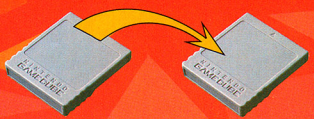
Meanwhile . . . Martha didn't return to Animal Crossing for about a week (while Spiffy still ran around Our-Town the whole time). When she did, she finally read Spiffy's letter and found his gift.



Martha observed that several things had changed since Spiffy had returned from his train trip. For starters, she discovered that her animal pal, Liz, had moved to Twoville.

And, over the week she'd been gone, Spiffy had grown a cherry tree orchard around his house—she guessed using seeds from the fruit he'd gathered in Twoville.

She considered visiting Liz in Twoville, but she couldn't at the moment. (Chris and his Memory Card were nowhere to be found.) So she sent a letter Spiffy's way then took the train to Crud.



As the train hurtled toward Crud (transporting her from the Memory Card in Slot A to Alan's card in Slot B), she bumped into Rover. He shared his bold opinions about Crud.

When Martha arrived in the strange town of Crud, it was getting pretty dark. First she picked up a map at the police station, then she read all the messages on the town bulletin board.

She'd heard that the local human, Punk, had done things his own way in Crud. The inside of his house was scattered with rare stuff. The outside was even stranger, piled with junk.

Punk had also chopped down nearly every tree in Crud—pretty quirky behavior—but it was his town, so he could live any way he wanted to. Fortunately, Martha found one last peach tree.

Martha also discovered Punk's true passion. He was doing something that she hadn't thought about—he'd donated all his fossils to the museum rather than selling them. What an interesting guy!

Martha met all of Crud's citizens, all pretty interesting folks. And when the Fourth of July fireworks began to fly, she joined the festivities with all of her newfound friends.

She wouldn't ever want to live in a junk-strewn, treeless town like Crud, but Martha was glad Punk let her visit. She sent him a letter before hopping the next train to lovely Our-Town.

A WEEK LATER, MORNING (SPIFFY)

After days of dutifully running around Our-Town, visiting friends, doing errands and earning prizes, Spiffy ran smack into an new orchard filled with peaches! He considered picking some . . .

. . . but then realized that Martha had gone to the trouble of leaving town for the peaches. He wondered which town she'd gone to, then found out from someone who'd recently moved to town.

When the croc gave Spiffy a delivery for Lucy, Spiffy found out that Lucy had moved away—and that he'd have to find her. But he wondered where she'd moved, Twoville or Crud?

MAKE THE NEXT CONNECTION

The saga is still continuing—and expanding—here at the Nintendo Power offices, since more staffers are starting up more and more towns every day. And you and your friends will get to start your own Animal Crossing sagas when the game comes out in September. It's the biggest game ever, right? There's still way more. Stay tuned for part three of our coverage, which explores all the brilliant things you can do in your town when you connect to it with a Game Boy Advance or e-Reader! Can Animal Crossing get any cooler?

What's this classic NES game doing in Animal Crossing? Wait until next issue to find out!

CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.

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JACKIE CHAN ADVENTURES GBA
KONAMI COLLECTOR'S SERIES: ARCHADE ADVANCED GBA
NFL BLITZ 20-02 GCN
RAYMAN ADVANCE GBA
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THE SIMPSONS: ROAD RAGE GCN
SPORTS ILLUSTRATED FOR KIDS BASEBALL GBA
SPORTS ILLUSTRATED FOR KIDS FOOTBALL GBA
SPYHUNTER GCN
STAR WARS ROGUE SQUADRON II: ROGUE LEADER GCN

SPIDER-MAN

GCN

▼ STICKY TRICKS

CODES

YOUR FRIENDLY NEIGHBORHOOD WEBSLINGER WARPS, SHRINKS AND MORPHS INTO OTHER CHARACTERS WITH HELP FROM SEVERAL CHEATS.

Spidey's Nintendo GameCube adventure includes a variety of cheats, which range from incredibly useful to downright silly. Select the Cheats entry from the Specials menu and key in any of the following cheat codes for amazing results. Correct code entry will trigger a cackle from the Green Goblin.

GAME PLAY CHEATS

Use ARACHNID as a cheat to unlock all levels, all combos and every movie, including the Vulture and Shocker movies that are normally awarded with high scores. Use DODGETHIS as your code to trigger Bullet Time Mode, an homage to *The Matrix* that shows attacks in slo-mo. The HEADEXPLODY cheat unlocks a minigame found in the Training options.

CHEAT CODE	RESULT
IMIARMAS	UNLOCK ALL LEVELS
KOALA	UNLOCK ALL COMBOS
ARACHNID	UNLOCK ALL LEVELS, MOVIES AND COMBOS
ROMITAS	"NEXT LEVEL" OPTION ON PAUSE SCREEN
UNDERTHEMASK	PLAY IN FIRST-PERSON MODE
ORGANIC WEBBING	UNLIMITED WEBBING
DODGETHIS	BULLET TIME MODE
HEADEXPLODY	PINHEAD BOWLING
CHILLOUT	UNLIMITED COOLANT (AS GREEN GOBLIN)

SIZE-CHANGING CHEATS

Spidey's big head code gives him big feet, too. The SPIDERBYTE cheat shrinks the wall crawler until he is knee-high to a thug.

CHEAT CODE	RESULT
GOESTOYOURHEAD	SPIDEY HAS A BIG HEAD AND BIG FEET
JOELSPEANUTS	THUGS HAVE BIG HEADS
SPIDERBYTE	SPIDEY IS MICRO-SIZED

NEW SKIN CHEATS

The Spidey model gets any of several new "skins" with a collection of codes. Every skin has the same moves and abilities as Spider-Man.

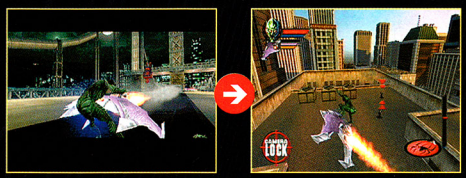
CHEAT CODE	RESULT
HERMANSCHULTZ	SHOCKER
SERUM	SCIENTIST
KNUCKLES	THUG
STICKYRICE	SPIKE
THUGSRUS	SHOCKER THUG
CAPTAINSTACEY	HELICOPTER COP
FREAKOUT	OLD SUPERSOLDIER
REALHERO	POLICE OFFICER
GIRLNEXTDOOR	MARY JANE

▼ INSTANT GOBLIN

CODES

FINISH THE GAME FAST AND UNLOCK FOUR PLAYABLE CHARACTERS, INCLUDING HARRY OSBORN AS THE NEW GREEN GOBLIN.

There are four Secret Store awards for completing the game at different difficulty levels. If you set the game at Hero or Super Hero difficulty then complete the game by level-warping to the Conclusion chapter, you'll reap all four rewards, which include unlocking the Green Goblin as a playable character. In the Secret Store, turn the Green Goblin entry on, then take to the skies in a slightly different adventure with Norm Osborn's son, Harry, at the controls.



Use the Level Warp to skip directly to the Conclusion at Hero difficulty or higher, then unlock the Green Goblin in the Secret Store and soar.

▼ CODE BLITZ

CODES

AN NFL BLITZ TRADITION CONTINUES WITH CODES APLENTY.

You know the drill. As your NFL Blitz 20-02 matchup is loading, you can change the icons at the bottom of the screen by pressing the L, R and A Buttons, then cap off a hidden code with a tap of the Control Stick in a particular direction. The results of correct code entry will appear on the screen.

CODE MANAGEMENT

You'll be able to enter several codes before the game begins if you give yourself more time.

L	R	A	DIRECTION	RESULT
2	1	2	RIGHT	MORE TIME TO ENTER CODES

SPECIAL TEAMS

Your team can take on a number of different looks and attributes. Some are subtle changes, while others are big and bold.

L	R	A	DIRECTION	RESULT
0	2	5	UP	CHIMP MODE
1	3	5	LEFT	TEAM: COWBOYS
0	4	5	LEFT	TEAM: INDIANS
2	5	3	RIGHT	TEAM: MIDWAY
2	5	4	UP	TEAM: ROLLOS
3	1	0	UP	TEAM: BILDERS
4	0	3	RIGHT	TEAM: CRUNCH MODE
4	3	2	DOWN	TEAM: BREW DAWGS
5	0	1	UP	TEAM: GSMERS
3	4	4	DOWN	TEAM: NEO TOKYO
5	4	3	RIGHT	TEAM: ARMAGEDDON

RULE CHANGES

The Butter Fingaz code turns the game into a wild rugby-style exercise. The No Punting and No First Downs codes give teams all-or-nothing possessions.

L	R	A	DIRECTION	RESULT
1	4	1	UP	NO PUNTING IF TEAMS AGREE
2	1	0	UP	NO FIRST DOWNS IF TEAMS AGREE
2	1	1	LEFT	ALLOW STEPPING OUT OF BOUNDS
3	4	5	UP	BUTTER FINGAZ

GAME PLAY CHANGES

The Extra Time Enabled code gives teams more time to interact after the ball is dead. The No Highlight Target Player code guarantees an unpredictable passing game.

L	R	A	DIRECTION	RESULT
0	0	1	RIGHT	EXTRA TIME ENABLED
0	1	2	DOWN	NO CPU ASSIST IF TEAMS AGREE
0	2	1	RIGHT	SEE MORE FIELD
3	1	4	DOWN	SMART CPU TEAMMATES
3	2	1	DOWN	NO HIGHLIGHT ON TARGET PLAYER
3	3	3	DOWN	EXTRA PLAYS FOR OFFENSE
5	5	4	RIGHT	NO REPLAYS
0	3	0	LEFT	CLASSIC BALL
0	3	0	DOWN	CHROME BALL
5	5	5	LEFT	WEATHER: SNOW
5	5	5	RIGHT	WEATHER: RAIN

ENHANCED ABILITIES

Power up your players and keep them from tossing interceptions with a load of ability-enhancing codes.

L	R	A	DIRECTION	RESULT
0	3	2	LEFT	FAST RUNNING SPEED
4	1	5	UP	INFINITE TURBO
0	5	4	UP	SUPER BLITZING
1	2	3	LEFT	SUPER FIELD GOALS
2	4	0	LEFT	FAST PASSES
3	5	1	RIGHT	SHOWTIME
3	5	5	UP	NO INTERCEPTIONS
4	2	3	DOWN	NO RANDOM FUMBLES
4	1	2	UP	POWER UP OFFENSE
4	2	1	UP	POWER UP DEFENSE
5	2	1	UP	POWER UP LINEMEN

SIZE MATTERS

Change the size of the player-controlled character's features or give your whole team big heads.

L	R	A	DIRECTION	RESULT
0	2	5	LEFT	BIG FEET
2	0	0	RIGHT	BIG HEAD
1	4	5	LEFT	HUGE HEAD
2	0	3	RIGHT	TEAM BIG HEADS

▼ CHANGE OF CHARACTER

CODES

GIVE THE PLAYER-CONTROLLED CHARACTER A NEW LOOK WITH ONE OF SEVERAL NAME/PIN COMBINATIONS.

NFL Blitz 20-02 is not just for football players. Dolphins and pirates can play, too. At the beginning of Exhibition games, you have the opportunity to enter a name and PIN for record keeping. If you use one of the name/PIN combinations listed below, the character you control will change from a football player to some other type of character. You'll notice that some of the character types and PINs refer to team mascots and the corresponding team's championship year.

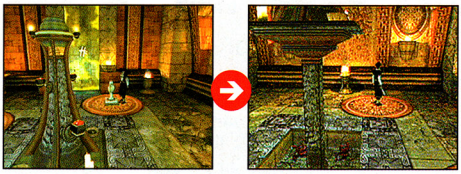
NAME	PIN	PLAYER
COWBOY	1996	COWBOY
INDIAN	1992	INDIAN
ROBOTS	1970	SILVER ROBOT
ROBOTR	1974	RED ROBOT
CLOWN	1974	CLOWN
DOLPHIN	1972	DOLPHIN
RBL-DBN	9669	FAT PLAYER
VIKING	1977	VIKING
BEAR	1985	BEAR
EAGLE	1981	EAGLE
HORSE	1999	HORSE
LION	1963	LION
PINTO	1966	PINTO
PIRATE	2001	PIRATE
RAM	2000	RAM
TIGER	1977	TIGER
MADISON	1220	CLOWN

EERIE ELEVATOR

TIP

USE A PAIR OF STATUES TO TRIGGER AN ELEVATOR IN KARIM'S CHAPTER.

In his search for the Gift of Forever, Karim encounters several large groups of attackers and a few head-scratching puzzles. The first puzzle deals with a hidden elevator and two mysterious Statuettes. After you collect the Tome of Eternal Darkness and take on the first group of attackers, you'll descend into a passage that holds a Statuette of a Man and another group of attackers. After you fight the foes, take the Statuette and climb the ladder at the other end of the passage, you'll emerge in a room with three circular designs on the floor, a descending ladder that is blocked by a force field and a curious centerpiece. Place the Statuette on one of the circular designs to weaken the force field, then climb the ladder down to another passage. The passage will lead you to another Statuette and another big battle. Add the Statuette to your inventory and return to the room that has the circular patterns on the floor. Place the Statuette on one of the two available circular patterns, then guide Karim to the third pattern. The weight of the two Statuettes and Karim on the three circular patterns will trigger an elevator to emerge from the center of the room. You can take the elevator to the temple's next set of challenges.



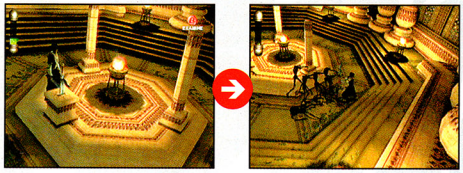
Place the Statuettes on two circular patterns on the floor, then stand on the third circle. An elevator will rise from the center of the room.

COMBAT WITH KARIM

STRATEGY

GO UP AGAINST AN ARMY OF ZOMBIES WITH QUICK SLICING ATTACKS.

Combat rises to a new level in Karim's chapter. At the beginning of the chapter, you'll have a single Tulwar and a collection of Chakrams. As the chapter progresses, you will earn a second Tulwar and a Ram Dao broadsword. Karim is master of the blade—swift and creative, with several different moves. You'll find that there is no need to use the combat system's targeting feature when fighting large groups of Zombies with Karim—just face the enemies and start swinging.



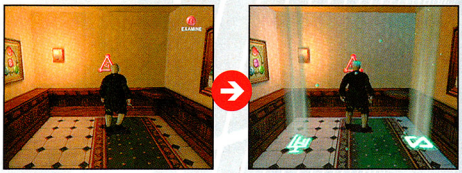
Zombies often attack Karim in large groups. Don't take the time to target them individually. Face the pack and press A repeatedly to attack.

ALIGNMENT LESSON

TIP

LEARN THE RELATIONSHIP OF THE ALIGNMENTS IN MAX'S CHAPTER.

Maximillian Roivas uncovers the Lurking Horror below the Roivas Family Estate in his chapter. He also learns how the magickal alignments relate to one another. You'll find the first puzzle that deals with alignment in the dining room, on the ground floor. A painting above the mantle shows the relationship of the alignments—red beats green, green beats blue and blue beats red—and a riddle that asks you to select one of four rune plaques. When you select the plaque of the color that beats the object of the riddle, a passage to the secret workshop will open. After you collect the Tome of Eternal Darkness, you'll find a rune near the stained-glass window on the second floor and you'll have two separate battles with Horrors. Then you'll be ready to test your knowledge of alignments again. There is a magick symbol on the wall, on the opposite side of the grand staircase from the dining room door. Stand next to the symbol and cast the Remove Invisible spell, using the alignment that beats the color of the symbol. The spell will reveal the door to the basement and give you access to the mysteries below.



If the symbol on the wall is green, use the Reveal Invisible spell with the Chattur'gha alignment to make the door to the basement appear.

REVEALING CLUE

TIP

USE REVEAL INVISIBLE SPELL TO FIND A CHAPTER IN A DRESSER.

After you finish Maximillian's chapter, have Alex use the Reveal Invisble spell to collect the next section of the tome. Examine the clock on the table in the foyer to find the Dresser Key, then go upstairs to the bedroom. You'll find a dresser with a drawer that has a small triangular design where the keyhole should be. Standing next to the dresser, cast the Reveal Invisible spell using the alignment that beats Pious's alignment. If you don't remember Pious's alignment, you've got three choices. Cast the spell with different alignments until you reveal the keyhole. Unlock the dresser and remove the page and Revolver.

Cast the Reveal Invisible spell near the dresser, using an alignment that beats Pious's alignment, then open the drawer and remove the contents.

CRAZY TAXI — GCN

▼ CRAZY CONTROL — CODES

MANIPULATE THE CAMERA AND ADD A SPEED INDICATOR.

By plugging a Controller into the GCN's third Controller port, you can look at the action with several new views and toggle on a speed indicator that appears in the lower-right corner of the screen. During game play, plug the Controller into the third port and input any of the codes shown below for crazy results.

CODE	RESULT
HOLD R, PRESS Y	DEMO CAM
HOLD R, PRESS B	FIRST-PERSON VIEW
HOLD R, PRESS A	CAMERA RESET
HOLD R, PRESS X, X, X, X, X	ENABLE SPEED INDICATOR

With a Controller in the third port, press and hold R, then press B. You'll see the action from the driver's view. Hold R and press B again to turn around.

DARK ARENA — GBA

▼ ARENA UNLOCKS — CODES

ENABLE CHEAT MODE AND USE IT TO UNLOCK A LOAD OF FEATURES.

Last month, we brought you individual passwords that gave you unlimited health, ammo and security passes. This month, we have another way to unlock everything in the game and a password combination that does it all. Enter NRYRDDS as a password to enable cheat mode, then enter any of the cheats listed below to give yourself a strong advantage.

PASSWORD	RESULT
NRYRDDS	ENABLE CHEAT MODE
PWORD	DISABLE CHEAT MODE

CHEAT	RESULT
ALL	UNLIMITED HEALTH, WEAPONS, AMMO AND MAPS (LEVEL SKIP ENABLED)
HEALTH	HEALTH NEVER DIMINISHES
WEAPONS	ALL NINE WEAPONS ARE UNLOCKED
AMMO	WEAPONS HAVE UNLIMITED AMMO
KEYS	START WITH EVERY SECURITY PASS
MAPS	START WITH EVERY LEVEL MAP
SKIP	USE MAPS TO SKIP LEVELS (PRESS SELECT)

Enter NRYRDDS as a password to enable cheat mode, then enter ALL to give yourself unlimited resources and a level skip from the beginning. To skip levels, switch to the map and press the Select Button.

SPYHUNTER — GCN

▼ SPYHUNTER TV — CODES

UNLOCK A PAIR OF BONUS MOVIES, INCLUDING A SALIVA MUSIC VIDEO.

Hard-rocking band Saliva covers the Peter Gunn theme in an unlockable music video in SpyHunter. A music-backed gallery of concept art is also hidden. On the Profile Menu, enter GUNN as your agent name. You'll hear a chicken-clucking sound effect and the name will disappear. Enter a different name in the same slot and press the A Button to go to the main menu. Once there, select System Options then go to the Extras area and choose the Movie Player. The Movie Player will show the name of an available movie sequence. Press Left or Right to cycle through the titles. The titles of the movies that are currently unlocked will be highlighted. To watch the Saliva video, select Saliva: SpyHunter Theme and press the A Button. You can unlock the Early Test Animatic video by entering WOODY as an agent name.

Enter GUNN as your Agent Name, then enter another name in the same slot. Select System Options/Extras/Movie Player and single out the Saliva: SpyHunter Theme entry to watch a full Saliva video.

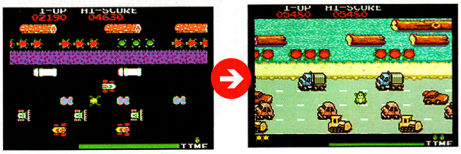
KONAMI COLLECTOR'S SERIES: ARCADE ADVANCED — GBA

▼ KONAMI COLLECTOR'S CODE — CODE

USE THE CLASSIC KONAMI CODE IN SIX GAMES FOR DIFFERENT RESULTS.

The Konami code strikes again—six times in one Game Pak! On the title screen of any game in the Pak, press Up, Up, Down, Down, Left, Right, Left, Right, B then A. Sound effects will confirm correct code entry. If you're playing Frogger, Scramble or Gyruss, you'll be treated to new, updated graphics by using the code. Time Pilot gives you a new advanced stage—the prehistoric level. Yie Ar Kung Fu gives you additional fighters, which you can select in a two-player game or after you've gone through a full slate of enemies in the single-player game. If Rush'n Attack is your game, the code will conjure up seven lives for you instead of the usual five. That's one powerful key combination.

CODE	RESULT
UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A	VARIES



Improve the look of Frogger and two other Konami Collector's series games by entering the Konami code on each game's title screen.

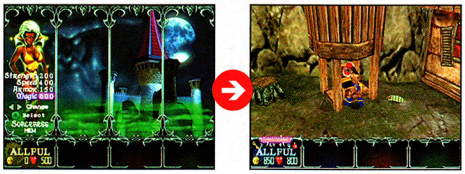
GAUNTLET: DARK LEGACY — GCN

▼ POWERFUL START — CODES

BEGIN WITH KEYS, POTIONS OR CASH AFTER USING ONE OF TWO NAMES.

You'll begin your journey through the eight magical realms with an advantage if you choose one of two useful names for your character. Start a new game and enter ALLFUL as your character's name, then select any of the available fighters. When you drop into the world, you'll have nine keys and nine magical potions to your name. If you'd rather have gold, enter 10000K as your name to start with 10,000 gold pieces.

NAME	RESULT
ALLFUL	START WITH FULL POTIONS AND KEYS
10000K	START WITH 10,000 GOLD PIECES



When ALLFUL is your name, you'll start your adventure with nine keys and nine potions. After you complete each area, your supply of keys and potions will be replenished.

▼ COSTUME CHANGES — CODES

GIVE YOUR FIGHTERS A VARIETY OF NEW LOOKS BY USING CUSTOM NAMES.

Gauntlet: Dark Legacy starts with a lot of character/costume choices, and the options grow when you know any of more than 20 special character names. Start a new game and use one of the names listed below as the name of your character. The game will skip the fighter selection process and begin with a special version of one of the fighters under your control.

NAME	FIGHTER	CHARACTER
BAT900	KNIGHT	BATTLE GENERAL
TAK118	KNIGHT	NINJA
STG333	KNIGHT	REGULAR GUY 1
CSS222	KNIGHT	REGULAR GUY 2
ARV984	KNIGHT	REGULAR GUY 3
DIB626	KNIGHT	REGULAR GUY 4
RIZ721	KNIGHT	QUARTERBACK
SJB964	KNIGHT	MARTIAL ARTIST
DARTHC	KNIGHT	BLACK-CLAD VILLAIN
KAO292	KNIGHT	WOMAN IN ORANGE SKIRT
TWN300	VALKYRIE	TOWN GENERAL
AYA555	VALKYRIE	JAPANESE GIRL
CEL721	VALKYRIE	CHEERLEADER
MTN200	WARRIOR	MOUNTAIN GENERAL
CAS400	WARRIOR	CASTLE GENERAL
RAT333	WARRIOR	SKAVEN WARRIOR
GARM99	WIZARD	WIZARD VARIATION 1
GARM00	WIZARD	WIZARD VARIATION 2
SUM224	WIZARD	SUMNER
SKY100	WIZARD	SKY GENERAL
DES700	WIZARD	DESERT GENERAL
ICE600	DWARF	ICE GENERAL
STX222	JESTER	STICK FIGURE 1
KJH105	JESTER	STICK FIGURE 2

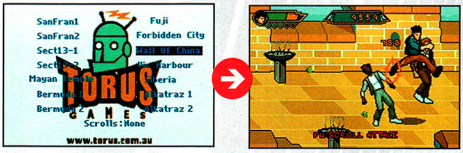
JACKIE CHAN ADVENTURES — GBA

▼ INSTANT ADVENTURE — CODE

JUMP TO ANY LEVEL IN AN INSTANT WITH A STAGE SELECT CODE.

You can cut to the chase in Jackie Chan's cartoon adventures by entering a stage select code at the title screen. Press and hold the R Button, then press B, A, Left, Down, Up and Right. A sound effect will indicate successful code entry and a list of 14 stages will appear. Press Up and Down on the Control Pad to highlight stage names, then press A to begin.

CODE	RESULT
HOLD R, PRESS B, A, LEFT, DOWN, UP, RIGHT	STAGE SELECT



Drop into the middle of Jackie Chan's battle with cartoon thugs. Enter the stage select code from the title screen, then choose from 14 stages.

SPORTS ILLUSTRATED FOR KIDS BASEBALL — GBA

▼ ALL-STAR ADDITIONS — CODES

REPLACE YOUR TEAM WITH A SECRET ALL-STAR SQUAD.

Season play for the SIK Baseball game includes a cheat code option. If you know the right retail store-friendly codes, you can replace every member of your team with a fictional all-star. Select season play, access the cheat code selection screen, then enter the cheat codes shown below to build your team.

CHEAT CODE	ALL-STAR
TARGETPLYR	GEORGE STOCKS - P
TOYSRUSCOM	MATEO DEMONI - C
BESTBUYSTR	MICHAEL QUINCE - 1B
SIKSTAR	EDDIE PENN - 2B
GAMESTOP	KEITH FISHER - 3B
BAMSTAR	RILEY WATERS - SS
SIKPOWER	TECUMSEH BROWN - LF
EBRULES	NATEO GEOONI - CF
GOCIRCUIT	MARK MODESTO - RF

SPORTS ILLUSTRATED FOR KIDS FOOTBALL — GBA

▼ GRIDIRON GREATS — CODES

FIELD A FEROCIOUS IRON MAN SQUAD WITH ALL-STAR CODES.

Not to be outdone by its baseball counterpart, Sports Illustrated for Kids Football features a selection of nine cheat code all-stars.

CHEAT CODE	ALL-STAR
CIRCUIT FUN	MARK HARUF - QB/SS
BAMPLYR	MAC MARSHALL - RRB/FS
TARGETSTAR	RYAN HUNTER - RRB/SS
SIKPOWER	ROB LEWIS - LRB/ROLB
EBPLAYER	EDDIE BROWN - LLB/ROLB
SIKSTAR	SANDY SANDERS - RE/LOLB
TOUCHDOWN	SAMMY RIVERA - LE/RILB
RZONESTAR	HAL CHURCH - LG/LOLB
BESTBUYPWR	WAYNE SELBY - C/RT

THE SIMPSONS: ROAD RAGE — GCN

▼ RAGING CHANGES — CODES

USE CODES TO CHANGE THE CARS, DRIVERS AND PASSENGERS.

You don't have to wait for the winter holidays to celebrate with the Simpsons. As we have reported in the past, there are four character and car variations that appear in the Simpsons racer on four different holidays. You can drive with those characters, and a few more, by entering codes. Highlight the Options menu, press and hold the L and R Buttons, then press B, B, X and A. You'll hear a short confirmation sound. Release the L and R Buttons and back out of the Options menu by pressing the B Button. After you select a Road Rage game or a Sunday Drive, you'll notice that the character selection screen won't have changed. Select any character and press A to confirm. When the action starts, your racer will be a Halloween version of the Honor Roller, with Frankenstein Bart behind the wheel. Other unusual drivers include Smithers (usually the enemy), Krusty (in New Year's celebration mode) and Apu (as Santa Claus). All of the codes shown work the same way, with different driver/passenger results. The Flattened Passengers code gives you the normal selected car and driver, but you'll pick up paper-thin passengers.

CODE	ALL-STAR
HOLD L+R, PRESS B, B, Y, Y	SMITHERS DRIVES
HOLD L+R, PRESS B, B, Y, A	DRIVE THE NUCLEAR BUS
HOLD L+R, PRESS B, B, X, Y	NEW YEAR'S DAY KRUSTY
HOLD L+R, PRESS B, B, X, A	HALLOWEEN BART
HOLD L+R, PRESS B, B, X, X	THANKSGIVING MARGE
HOLD L+R, PRESS B, B, X, B	CHRISTMAS APU
HOLD L+R, PRESS B, B, Y, X	RED BLOCK RACER
HOLD L+R, PRESS X, X, X, X	FLATTENED PASSENGERS

Select the Options menu, press and hold L and R, then enter one of several four-button codes. When you start road-raging, you'll be startled by the results.

DESERT STRIKE ADVANCE — GBA

▼ BRING IN THE RESERVES — CODE

START WITH 10 LIVES, INSTEAD OF THREE, WITH A SPECIAL PASSWORD.

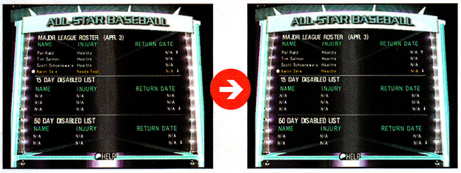
Your helicopter heroics will get a major boost when you enter the password that gives you a fleet of 10 choppers. At the main menu, press the A Button to go into the Password entry screen. Enter BS9JS27 and press A again. If you have a password for an advanced level, enter it next. Then press the Start Button and begin. When you pause the action to look at your status, you'll see that you have more than three times the normal number of helicopters in reserve.

ALL-STAR BASEBALL 2003 — GCN

▼ PERPETUAL PEDRO — TIP

KEEP YOUR PITCHERS RESTED WITH SHORT STINTS ON THE DL.

When you're making your way through a season, pitchers usually need about four days of rest between starts. You can remedy your short-armed pitching woes with one easy maneuver. After your ace pitches, his status will switch from "Healthy" to "Needs Rest." Go to the Disabled List, through the Team Management/Roster Management menus, and put your ace on the 15-day DL. Then put him back onto your active roster. His status will switch back to healthy and he'll be ready for your next game.



After a long outing, your pitcher's status will read "Needs Rest." Put him on the DL, then put him back onto your active roster. He'll spring back to full health in an instant, ready to pitch nine more innings.

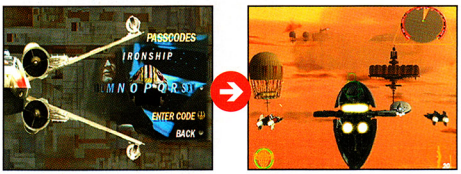
STAR WARS ROGUE SQUADRON II: ROGUE LEADER — GCN

▼ SLAVE TO STAR WARS — CODES

UNLOCK BOUNTY HUNTER BOBA FETT'S *SLAVE 1* AND TWO BONUS MISSIONS.

While Boba Fett's father, Jango, joins the battle on the big screen, you can tear through Rogue Squadron II in the younger Fett's *Slave 1* ship. On the passcode entry screen, enter PZ?APBSY as your first passcode, then enter IRONSHIP. R2-D2 will confirm successful code entry. When you start playing, you'll be able to pilot the *Slave 1* in five of the original 10 missions: Ison Corridor Ambush, Razor Rendezvous, Vengeance on Kothlis, Raid on Bespin and Battle of Endor. You can also show your blasting and maneuvering skills in two unlockable bonus missions. Enter the passcodes that unlock the 10 original missions, then enter the codes for the Asteroid Field and Triumph of the Empire missions. You'll find the Asteroid Field mission above Battle of Hoth on the mission select screen. Single out Battle of Hoth, then press Up on the Control Stick. The Triumph of the Empire mission is above the tenth mission: Strike at the Core.

PASSCODES		RESULT
!??QWTTJ	CLASSIC	ALL 10 ORIGINAL MISSIONS
TVLYBBXL	NOWAR!!!	ASTEROID FIELD
AZTBOHII	OUTCAST!	TRIUMPH OF THE EMPIRE
PZ?APBSY	IRONSHIP	UNLOCK SLAVE 1 SHIP



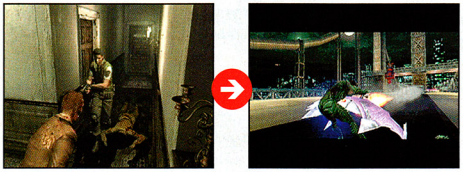
Battle with Boba! Enter PZ?APBSY as a passcode. When the passcode disappears, enter IRONSHIP. R2-D2 will chirp and you will be ready to pilot the Slave 1 in several challenging missions.

RESIDENT EVIL — GCN

▼ LIVING WITH THE ZOMBIES — STRATEGY

KNOW WHEN TO SHOOT THEM, WHEN TO WALK AWAY AND WHEN TO RUN.

The makers of the Resident Evil series coined the term "Survival Horror." The goal of the game is to survive, not necessarily to defeat every zombie that crosses your path. Since you have limited ammunition, you may want to conserve bullets at times and run past the zombies instead of defeating them. You can also knock a zombie to the ground with a couple of shots and walk around the creature before it gets up again. The zombies that you should finish off are the ones that you expect to see time and time again. The hall that connects to the upper floor of the dining room and leads to the medical supply room on the ground floor is a good place to defeat all zombie attackers. If you defeat zombies by firing at their heads, they will be out of your way for good. If you defeat them with shots to the body, they will come back to life after several minutes. The only way to make sure that a downed zombie (head intact) won't come back is to burn the body with kerosene. After you collect the Fuel Canteen, fill it up and return to any zombie bodies that you wish to burn.



The hall and staircase between the dining room and medical room is a good place to defeat all zombies. Blast them, then burn them with kerosene.

▼ AN ATTRACTION TO SHINY OBJECTS — STRATEGY

SEARCH EVERY ROOM AND PASSAGE FOR KEYS, AMMO AND OTHER ITEMS.

While the mansion's rooms and grounds are dark, creepy and very detailed, it's always easy to see where a collectible item is placed. If you look at a scene for a few seconds, you will notice that most items that you can pick up shine brightly in the background. Also, if you have entered a room that contains collectible items, the room will appear orange on the map. After you have collected all of a room's items, the map image will change from orange to blue. Since you have slots for a limited number of items in your inventory, you may not want to pick up every item that you find. If you find an item but don't want to carry it, leave it where you found it and pick it up later.

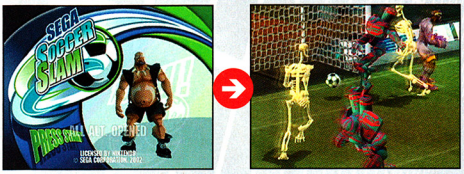
The objects that you can pick up in the mansion's dark rooms will glisten. You may have to rearrange the furniture to pick up some of them.

SEGA SOCCER SLAM — GCN

▼ SAME SLAMMERS, NEW LOOK — CODE

TRANSFORM THE TEAMS WITH A HIDDEN CODE.

Most Sega Soccer Slam codes are revealed on the concept art pieces that you can purchase with your winnings, as we reported in Volume 158. At least one powerful code is not part of the art exhibition. On the title screen, press X, Y, Down, Down, Down, Down. The message "All Alt. Opened" will confirm correct code entry. After you pick teams and start a game, you'll see that players will have taken on new looks that reflect the reputations of their teams. The members of Sub Zero are made of snow. The El Fuego squad members are demons. Spirit players are skeletons. Tsunami players are frogs. The Volta squad members are robots, and the members of team Toxic are aliens. If you want to make the players return to normal, go back to the title screen and enter the code again.



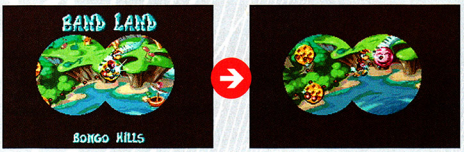
Enter X, Y, Down, Down, Down, Down on the title screen to make the players into alternate versions of themselves.

RAYMAN ADVANCE — GBA

▼ INSTANT ELECTOONS — CODE

SAVE EVERY ELECTOON IN AN AREA WITH A SIMPLE CODE.

Before you can advance to the end of Rayman's GBA adventure, you must save every caged Electoon in each of the game's 16 levels. If you haven't saved all Electoons in a given level, it will appear on the stage select screen as a flat circle with a moonlike surface. You can use a code to change the Electoon status and the look of the stage in an instant. Position Rayman over the circle, press and hold the Select Button, then press the B Button. You will free all of the Electoons and the stage will tranform into a smiling purple face. If you select the stage, you'll see that all of the Electoons and their cages are gone.



Place Rayman over an Electoon-populated stage, press and hold Select and press B. All of the Electoons in the stage will be saved.

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FUNDAMENTALS

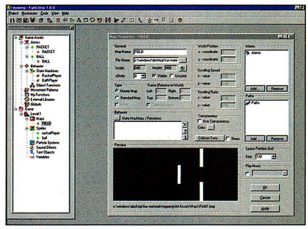
CREATE GAMES AND LEARN TO PROGRAM WITH DIGIPEN'S PROJECT FUN

Project FUN Is Live

Programming Is FUN!

The wait is over. DigiPen Institute of Technology's Project FUN is now live at **www.projectfun.digipen.edu**. The new online club provides tools and instructions that give members the power to create games and learn how to program. It's for anyone who has access to a personal computer and the desire to learn about programming and designing games—from complete novices to people with programming experience. Club members will download DigiPen-developed tools, finished projects and instructions that detail all of the steps needed to create real, working games. The club encourages its members to practice creativity and experimentation. Once members learn the programming basics, they can develop games from their own designs, share them with friends who don't have the Project FUN software and upload their creations to the website for other club members to enjoy.

Project FUN—Club, Website, Community
Log on to www.projectfun.digipen.edu to check out the Project FUN website, download playable games and learn more about the club.

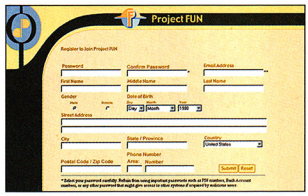


Creating Games Can Be FUN
Project FUN members can download game development tools and step-by-step instructions on how to make their own games.

The NP Connection

Nintendo Power subscribers have the opportunity to join the Project FUN club for a full year at a rate of $15 U.S., in addition to normal Nintendo Power subscription fees. Non-subscribers and subscribers interested in renewing can join Project FUN for an annual fee of $30 U.S. and receive a Nintendo Power subscription as part of the deal. Signing up for the club is a snap. You'll find all the information you need on the website. When you register for the club and include your Nintendo Power subscription number, the site will confirm your subscriber status and offer you club membership for the $15 U.S. Nintendo Power subscriber rate. Nintendo Power's new monthly Fundamentals column will provide you with the latest news about the Project FUN club and offer advice about the current projects, including instructions for creating additional fun features.

Signing Up Is Fast and Easy
When you log on to the Project FUN website, follow the links to the new member registration area then follow a few quick steps to sign up.



New Members Can Start Right Away
Once you have your Project FUN user name and password, you can enter and explore the site's members-only areas.

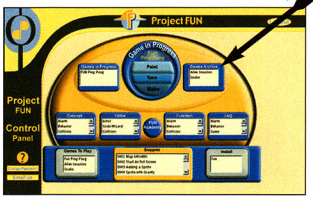
FUN Facts

- The DigiPen Institute of Technology's Project FUN is an online club that gives members an opportunity to create video games on a personal computer.
- Nintendo Power subscribers can join Project FUN at a rate of $15 U.S. for an entire year. Details are available at DigiPen's website: www.projectfun.digipen.edu.
- The Project FUN Game Factory offers instructions and assets that give members the power to create games. A new assignment is introduced every month.
- The Nintendo Power Fundamentals column offers information and advice on the latest Project FUN projects, with helpful hints and bells and whistles.

Connect with the Community

Your connection to Project FUN begins at the Project FUN website. Before you join the club, you can download FUN games created by DigiPen Institute of Technology freshman students at **www.digipen.edu/downloads**. After you sign up, you'll have access to Project FUN tools and information about using the tools to create games. You'll find current projects in the Game Factory, starting with FunPingPong, a simple paddle-and-ball Ping Pong game. The project includes premade game assets (art and sound effect files) and step-by-step programming instructions. If you don't want to create the game from scratch, you can start with the finished project and make adjustments by following the Paint or Tune set of instructions. The Beginner, Advanced and Expert instruction sets walk you through the project from the beginning. If you follow the Beginner instructions for FunPingPong, you'll end up with a single-player game (one paddle and several backgrounds). The Advanced instructions take off from where the Beginner instructions end and introduce a second paddle for a two-player game. The Expert instructions guide you through the creation of a single-player game that applies artificial intelligence. The instructions are broken up into easily digestible sessions that each take about 20 minutes to complete. The Game Factory will feature new assignments every month. If you've done everything that you want to do with the current project, you can create your own game or find another project in the site's Archive section. More instruction is available in the online documentation and the Snippets section. Snippets are exercises that demonstrate a programming concept that you can apply to your own projects. All in all, the site offers plenty of examples that you can learn from.

Navigation Control
All of the Project FUN features are immediately accessible from the Control Panel. Jump to the Game Factory, online documentation and more.



Plenty of Projects
In addition to the current FunPingPong project, there are two more game projects in the Archives.

Download Project FUN Tools

As a Project FUN member, you will have access to the versatile Project FUN editor, a tool that gives you the power to develop nearly any style of sprite-based game imaginable, from arcade classics to RPGs. Follow the links to the download area and select the Project FUN tools. When you download the tools, they will automatically install onto your computer's hard drive and create a shortcut on the Start Menu. All you have to do to run the tools is select the FUN Editor from your list of available programs. You can also download current projects, which include art assets and programming instructions.

Download the Tools Quickly and Easily
One of the first things that you will want to do as a new club member is download the Project FUN tools.

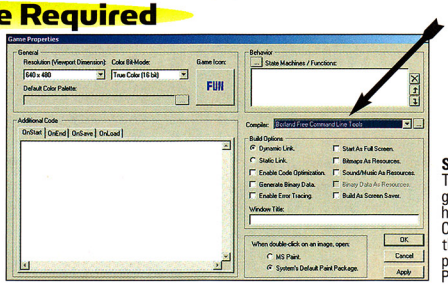
System Requirements

Project FUN members must have access to an Internet connection and a personal computer that meets the following recommended hardware specifications:

- Windows 98/ME/2000/XP
- Internet Explorer 5.0
- 128 Meg RAM
- 16 Meg Video RAM
- Pentium II, 350 MHz
- Soundblaster compatible sound card
- 4X CD-ROM drive
- 150 Meg hard drive space
- C/C++ compiler (see DigiPen's website for more info)

Additional Software Required

You'll need a C/C++ compiler to bring your Project FUN games to life, as the FUN tools do not include a built-in compiler. Several C/C++ compilers are available, including a free compiler from Borland. Information on how to download the compiler and make it work with the Project FUN tools is available on the Project FUN website. You'll be able to set up the compiler in a few quick steps.

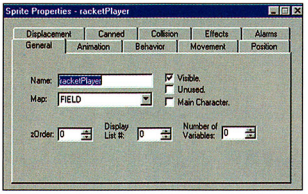


Set It Up
The Project FUN website gives instructions on how to download a free C/C++ compiler. Select the compiler and set the path in the Game Properties section.

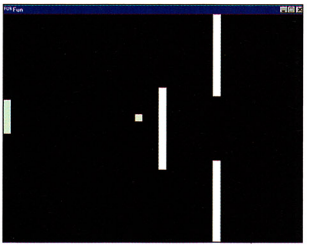
Program Progress

First Project: FunPingPong

The Project FUN Game Factory offers step-by-step instructions that show how to create a video game. The first project is FunPingPong, a Ping Pong-style game with a paddle and a ball. As you go through the steps to create FunPingPong, you'll learn how to add a background and sprites, how to create a state machine and how to compile and run a working game. It's amazing how much you can learn while you're having FUN.



Add the Elements and Give Them Properties
Every object has several properties that relate to how it behaves within the game.



Put It All Together and Play
After you've gone through all of the steps, you can sit back and enjoy the game.

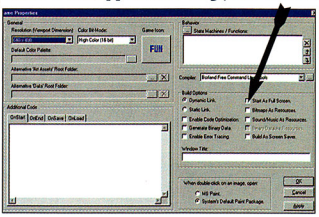
Game Development Hints

Save, Compile and Run

The FunPingPong instructions tell you to save your project, compile your code and run the game often. It's important to go through the process whenever you make significant changes to your game. If you have to find the root of a problem, it's better to have made only a few changes since your last compile than a long list of complex additions.

See Your Game Full-Screen

When you run your game for the first time, you'll see that the game appears in a window that occupies about a third of the screen. You can make the game appear on the entire screen with an easy adjustment. Right-click on the Game Node of your project tree and select the Properties option. The Game Properties window will appear, showing you several changes that you can make to the game as a whole, such as a Build on Full Screen option. Check the box next to the option and close the window. When you run the game, it will fill up the screen.



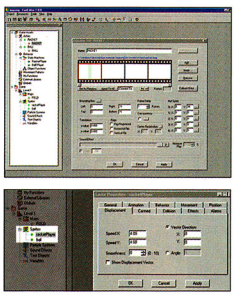
You'll find several Build Options on the Game Properties screen, including an option to maximize the size of your game screen.

Add and Manipulate

Much of the programming process involves adding new elements and giving those elements new properties. You'll discover that whenever you want to add an element, you will right-click the appropriate node on the project tree—right-click the Actor node to add an actor, for example. Once you have added the new element, you'll left-click the item to bring up the window that changes its properties.

What's an Actor? What's a Sprite?

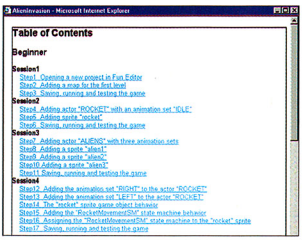
The terms "actor" and "sprite" sometimes seem like they're interchangeable. They're actually two different things. An actor is an animation set, or a series of animation sets, such as the single frame racket actor in FunPingPong. A sprite is an object in the game that uses an actor to display animation. It has many properties that an actor does not have. Multiple sprites, such as two rackets in FunPingPong can use the same actor.



An actor is an animation set, or a collection of animation sets. A sprite is an object in your game. You'll use an actor to create every sprite.

Experiment and Have FUN!

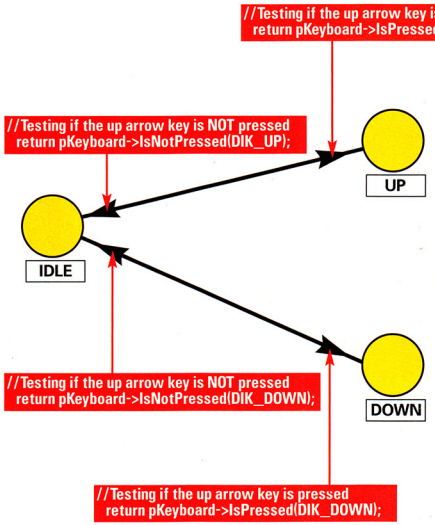
When you begin programming, you'll want to follow the instructions carefully to make sure that you get everything right. After you have some success getting your project up and running, you'll find that there are many ways to accomplish programming tasks. Use your newfound knowledge to experiment with the program and develop new ideas—the possibilities are endless.



The best way to learn is to follow the instructions as they are written, then experiment with new ideas. You will make some interesting discoveries.

State Machines

Your game development experience will really take off when you make your first state machine. State machines allow the objects in your game to transition from one action to another. In FunPingPong, your racket can perform three different actions. It can sit idle, move up or move down. Those actions are represented by states in a state machine diagram. When the player presses the Up Arrow key on the keyboard, the racket transitions from the idle state to the moving up state. When the player releases the Up Arrow key, the racket transitions from the moving up state back to the idle state. The transitions are represented by arrows that connect the states. Most states and arrows have C/C++ programming code attached to instruct the object how to behave. After you make your first state machine diagram, you'll find that state machines are easy to understand and incredibly powerful. When you come up with new ideas for object actions, you can design them with state machines in mind.



Anatomy of a State Machine
Most objects in your game use a state machine to describe the actions that the object can perform and the triggers that set off those actions. The actions are represented by circular states in the diagram and the relationships between the actions (known as "edges") are represented by arrows.

Programming Basics

Be Exact

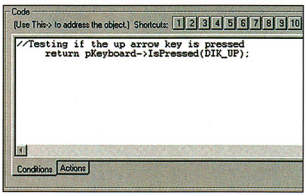
When you're typing code into your game project, you must key it in to exactly match the instructions. Every capital letter and semicolon has meaning. If it's not perfect, you'll have errors.

Comments, Please

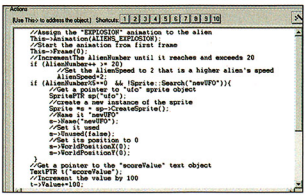
Some lines in the instructions begin with two forward slashes. Those lines are programmer comments that are not part of the compiled code. They can help you understand how the program works.

Learning to Code

The first lines of code that you will enter for the FunPingPong project tell the computer to follow prewritten instructions known as functions. Functions are subprograms that perform specific tasks. The function called VectorDirection, for example, tells the computer which direction the sprite should follow. When you advance to the programming steps for the FunPingPong ball, you will begin to enter actual C/C++ programming code—using the conditional "if" statement.



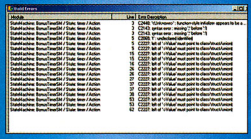
//Programming Commentary
It's considered good programming practice to include plenty of comments while coding. They help you organize your thoughts.



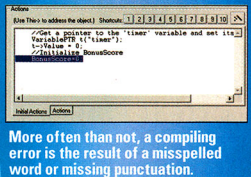
C Programming Begins
The first actual C code that you will enter checks to see if a particular condition has been met. If so, it will follow the next line of code.

Compiling Corrections

The computer follows your instructions exactly as written. If you compile code that contains typos, you'll experience easily fixable errors.



When the computer alerts you to a compiling error, some compilers allow you to double-click on the error message to skip to the code.

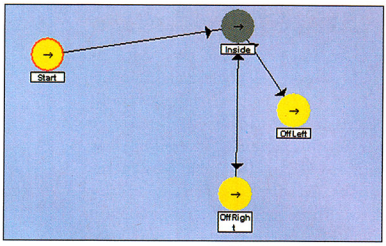


More often than not, a compiling error is the result of a misspelled word or missing punctuation.

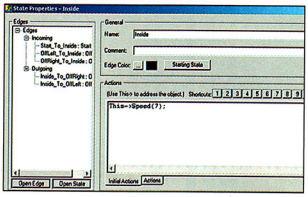
Bells & Whistles

FUN with Physics

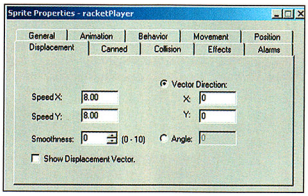
You can learn a lot about programming by changing parts of a finished project and discovering how your changes affect the game. Assuming that you have gone through all of the Beginner steps to create a single-player game, you will have the basic building blocks that you need to make some interesting adjustments. You can start by changing the speed of the ball and racket. The ball speed is set in the Ball1Player state machine. Open the state machine and double-click on the Inside state. You'll see a function call that sets the speed of the ball to 5. It reads This->Speed(5); You can change the ball speed by changing the number inside the parentheses, but make sure that it is a positive number. A larger value will make the ball move faster. A smaller number will make it move more slowly. After you make the change, compile and run the game. Your adjustment will apply to every single-player level in the game. The racket speed is set within each racket sprite's properties. Double-click on the racketPlayer sprite entry to open up its sprite properties. Select the Displacement tab and adjust the SpeedX and SpeedY properties. By increasing the numbers, you will increase the speed of the racket. If your project includes two rackets, you can give one racket an advantage by allowing it to move faster while the other racket moves at its default speed.



Open the Ball's State Machine
The Inside state of the Ball1Player state machine sets the ball's initial speed.



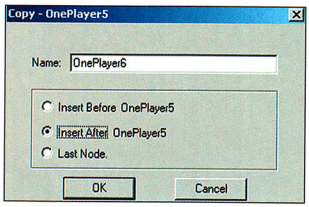
Change the Code
The single line of the ball's Inside state includes a number. Change the number to change the speed.



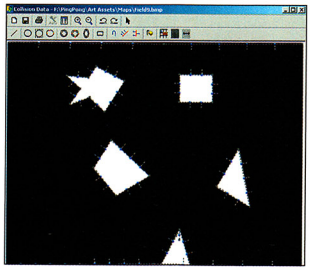
Adjust Racket Displacement
The speed of an individual racket is set in the displacement values for the racket's sprite.

Create New Levels

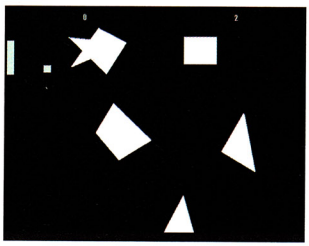
After you go through all of the Beginner steps, you'll have a single-player game with several levels. Adding new levels is quick and easy. First, use a basic art program, such as Paint, to create a new background file with the same dimensions as the other background files in the game. You can start with one of the existing files and change it as you like or start with a different art file. You can even use a photograph. Open the project in the FUN Editor, right-click on any level entry and insert a copy of the level. You will be able to place it immediately before or after the level that you are copying, or add it as the last level in the game. The copy will include all of the features that are part of the level that you copied, including the map. Double-click on the FIELD entry under the map node and change the file name to the BMP file for the new background. Then click on the Collision Data entry and use the line tool to create collision data around any obstacles that you want the ball to bounce off of. By working around the obstacles in a counterclockwise pattern, you will ensure that the ball bounces off the obstacles. After you save the changes, compile the code and run the game. The new level will automatically become part of the game. You can add any number of levels with different types of backgrounds and obstacles. You can also replace the backgrounds in existing levels by pointing their FIELD entries to new BMP files.



Make a Copy
Right-click on a level entry, then choose to insert a copy of the level.



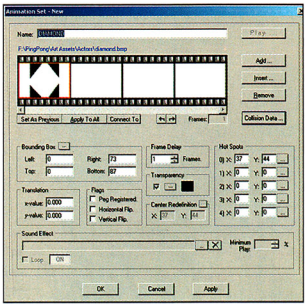
Add Collision Data
After you add a new BMP file to your FIELD entry, add new Collision Data.



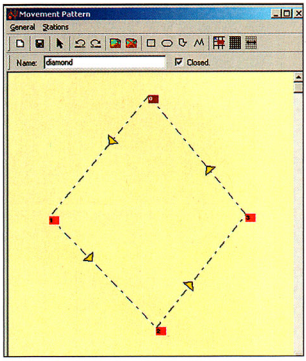
Play the Game
Compile and run your game. The new level will appear where you placed it.

Add an Obstacle

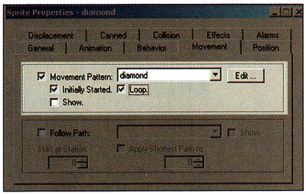
Level 5 of FunPingPong introduces the concept of moving obstacles. You can develop another moving obstacle level with a few easy steps. Create a BMP file that displays an empty, black field then right-click on the Level 5 entry and insert a copy that appears after the level. You can call it Level 6. Since it is a copy of Level 5, it already includes coding that supports a moving obstacle. Change the FIELD to the blank BMP file and add collision lines at the top and bottom of the map. Next, use your art program to create an object in the shape of a diamond and create a new actor that uses the diamond as its only frame. After you add the frame, create collision data that define the diamond shape. With the actor in place, you'll be ready to add a new sprite for the level. Use the diamond actor for the sprite, set its initial position at 360, 20 and its displacement at 4, 4. Set the collision information for the sprite at precise collision and make the sprite collide with other sprites. The last step is to make the movement pattern. Right-click on the Movement Pattern entry in the editor and add a new pattern. A rectangle would be an easy closed pattern to start with. Use the rectangle tool to click and drag the shape onto the yellow Movement Pattern field. If you want the sprite to move in a diamond pattern, you can drag the individual nodes to create the shape. With the movement pattern in place, switch back to your diamond sprite and, under the movement tab, select the new movement pattern by name. Check the Initially Started box and the Loop box, too. Save, compile and run. When you reach the sixth level in the game, you will see the fruits of your labor—a new moving obstacle to keep you on your toes and the ball in play.



Create an Actor
Your new obstacle will start as an actor. Add the shape of the object as a single frame animation.



Make It Move
Add a movement pattern by using the rectangle tool and moving the nodes.

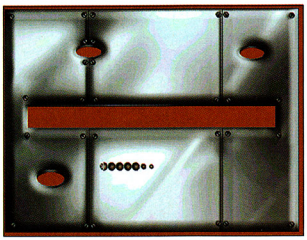


Make it Loop
When the movement pattern is in place, connect it to the sprite and make sure that it loops.

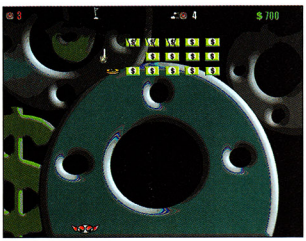
More Fun

The DigiPen developers are just getting started. Two new projects are already in the Archive, and more projects are on the way. Every project is designed to introduce new programming concepts and new possibilities for Project FUN game development. Future projects include platform games, shooters and arcade-style action games. As you follow the steps to develop each project, you'll learn more about programming and you'll gain the tools that you need to create your own original games. The sky is the limit. Create the projects, experiment, develop your own ideas and have fun!

Alien Invasion
The Alien Invasion game introduces color and multiple collision detection algorithms, an important concept for games with a lot of individual sprites.



Snakes
When you follow the steps to create the Snake game, you'll learn how to create your own program functions using the C programming language.



Bust the Boxes
September's project will cover advanced collision concepts and deal with a large number of sprites in various shapes and sizes.

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EVERYONE
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CONTENT RATED BY ESRB
Violence

PlayStation.2

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nGame

TimeSplitters 2

1972

Time is on your side thanks to Eidos Interactive and Free Radical Design—creators of the new first-person shooter, TimeSplitters 2. A malevolent alien race has captured the time crystals, and the very fate of the universe is in your hands! Hitch a ride with the Nintendo Power time machine as we take a sneak peek at one of the most anticipated games of the year.

1853

1990

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1853: Wild West

1895: Notre Dame

A Brief History of TimeSplitters

The original TimeSplitters was released in October of 2000 for the PlayStation 2. The game's main selling points were a lightning-fast frame rate and an incredibly deep multiplayer mode. A new day is dawning for FPS fans everywhere—TimeSplitters 2 maintains the awe-inspiring multiplayer aspects of the original while adding a lengthy and satisfying single-player mode. And the design team, Free Radical, is composed mostly of designers who worked on GoldenEye for the N64. A resume doesn't get any better than that!

Time Out of Mind

The first thing that you'll notice when playing TimeSplitters 2 is the frame rate. The game zips along at a glorious 60 frames per second with nary a hitch or a skip in sight. Every motion and movement is incredibly smooth—so you can easily make minute adjustments to your aim or dive for cover when attacked. There are also plenty of subtle, detailed touches to the environments. Individual snowflakes fall gently over the icy Siberian north, watermelons and other foodstuffs can be blasted into pudding and you can even play a game of pool by blasting away at the cue ball. Since you jump through a number of different time periods, each level feels totally fresh and new.

Lock and Load

You may have to fight against overwhelming odds, but you won't go into battle unprepared. TimeSplitters is crammed full of weaponry and items to make the task easier. Whether you're clearing an entire room with an assault shotgun or laying down the law with a high-powered flamethrower, you'll have the right tools for the job. Each time period contains weapons that are specific to that era—so while you might find a timed mine in 1990, you'll get a pack of dynamite in 1932.

You'll begin with a computer that reveals the location of enemy cameras and soldiers.

TimeSplitters 2 also hands out the mandatory sniper rifle—you'll find it in the first level.

Duck and Cover

TS2's enemy AI is something to behold. Soldiers will listen for your movements, hide behind objects and even climb ladders so they can attack you from above. Some NPCs (nonplayer characters) are fast and agile, while others are slow and not so bright. You'll also find that some enemies rush right at you while others cower behind crates—regardless, almost every antagonist is a crack shot. Much like GoldenEye, TimeSplitters 2 is not an easy game—but dedicated FPS fans wouldn't have it any other way.

Some soldiers patrol a certain area, while others check out unusual noises.

Aliens, zombies, gangsters and mutants are just some of the foes you'll face.

1920: AZTEC RUINS

1932: CHICAGO

Take a Trip through Time . . .

SIBERIA: 1990

From Russia with Guns

The arctic north is the perfect setting for a secret military base. The mission takes you through a dark underground installation and across snow-covered hills in an attempt to stop a biological disaster. GoldenEye fans will note a number of similarities between the dam levels in both games—it's a sly, humorous reference from the Free Radical team. As you fight your way deeper into the dam, you'll encounter frightening enemies—zombified soldiers, hideous mutants and a crack SWAT team sent in to mop up the entire mess.

CHICAGO: 1932

This Ain't the World's Fair

Not all your missions involve entering an area with guns blazing; sometimes a little stealth and cleverness are required. In Chicago, you are charged with protecting a skittish man from a gang-land hit. Since it's 1932, you won't be able to use plasma rifles, flamethrowers or any other modern weapons. You will, however, get to experience the no-frills power of a Tommy Gun or a wired dynamite bomb. Check out the Chicago nightlife, enjoy some jazzy ragtime tunes, play a game of snooker and watch your back—mafia thugs lurk around every corner.

1972: ATOM SMASHER

1990: SIBERIA

NEO TOKYO: 2019

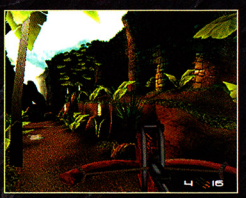
Ghost in the Machine

The world of Neo Tokyo is a dark, grimy future where neon signs clutter the landscape and buildings stretch toward a pollution-filled sky. You'll encounter flying cars, laser-powered force fields and an arsenal of futuristic weaponry. Though the level seems straightforward, you'll receive new mission objectives as you make your way through Neo Tokyo. TimeSplitters 2 often tacks on objectives in the middle of a level—some required and some optional—which adds depth and replay value.

AZTEC RUINS: 1920

Jungle Boogie

The first thing you'll notice about the Aztec Ruins is that weapons are few and far between. As the level takes place in 1920, you'll have to make do with crossbows and pistols instead of machine guns and rocket launchers. The jungle is also the first place you'll encounter The Monkey—a diabolical simian that is bent on your destruction. It won't take more than a few steps before you'll learn to fear the sound of monkey hoots and howls. But revenge can soon be yours! The Monkey—as well as all the other NPCs—can be used in the multiplayer levels.



2019: NEO TOKYO

2280: PLANET X

Multiplayer Multitudes

With over 80 different skins (including that dastardly monkey), a dozen massive arenas and nearly limitless options, TimeSplitters 2 is a multiplayer dream come true. Connect up to four players in a free-for-all, or join forces and take out the evil time-traveling aliens as a team. And don't forget to take a moment to build your very own level.

Time for Teamwork

While most FPS titles have a multiplayer melee, few of them let you tackle the single-player missions as a team. Even better, the mission objectives will change if you play the game with two soldiers instead of one. Once you're done cooperating, head for your favorite level to play some Capture the Flag or just hunt each other down.

Each level contains hidden surprises such as stationary chain guns and computer-controlled miniguns.

Don't turn your back for a moment! If you spend too much time tracking one person, enemy 'bots will sneak up behind you.

The multiplayer levels are truly massive—you'll probably want to play with a couple of NPCs just to up the action.

Even with four-player mayhem, the game's frame rate never suffers. Now if we could just take out that monkey!

Map-Building Mojo

Map Builder Mode in TimeSplitters 2 is impressive. Take a look at the 10 or so premade maps to gain inspiration, then start building. You can create multilevel structures, add NPCs and give them commands (stand in place, patrol an area, etc.) and then throw in locked doors, keys, miniguns, booby traps or whatever your heart desires.

Time to Go

The NP Krew has been won over by TimeSplitters 2, and we think gamers everywhere will follow suit soon. Due to be released in early September, TimeSplitters 2 is sure to impress hardened GoldenEye and Perfect Dark fans as well as newcomers to the FPS genre. Now if only we could travel about a month or two ahead in time…

2315: ROBOT FACTORY 2401: SPACE STATION

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Computer Contest. Win a tricked out gaming computer with 2.0 Ghz Pentium 4, 1 Gig. RAM, 120 Gig. HD, DVD, Windows XP, Nvidia 3D card and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Nintendo Gamecube, GameBoy Advance and $1,000.00 in games YOU choose! Bonus options include: Microsoft XBox and Sony Playstation 2!, 33" television gaming monitor, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 60 inch HDTV monitor, 130 watt receiver w/ Dolby Digital, DVD and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. For each contest there will be four more puzzles at $2.00 each and one much tougher final at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H					
		E				MYSTERY
P	I	N	C	H	W	
	R					WORD
S						

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS.....K	BLAST .....A	WRECK .....D
BREAK .....Z	PUNCH .....S	SPRAY C	TURBO.....V
STOMP .....T	STAND.....R	PRESS.....E	DREAM....O
CRUSH.....I	SCORE .....H	SLANT L	CHASE.....P

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Verifiable retail value of contest prizes: Media Rig $7,012.00, bonus options $4,699.00. Computer $2,500.00, bonus options $3,587.00. Video Game $900.00, bonus options $4,799.00.

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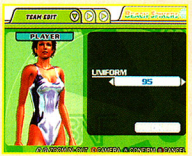
VOLLEY OF THE DOLLS

Welcome to the wonderful world of beach volleyball. The lovely ladies of Beach Spikers are suited up and ready for some serious fun in the sun. Anyone can join in the sandy action, whether you've played volleyball for years or are taking to the court for the very first time.

DECK THE BEACH WITH BALLS OF VOLLEY

Two tournament modes allow one player to hit the beach in style. Arcade Mode lets you start a quick tournament, while World Tour Mode is a deeper tournament that allows you to create, customize and improve your own team.

Vs. Mode lets you play a single match against the CPU or a friend. Vs. Mode is also home to three minigames—Beach Flags, Beach Countdown and Beach PK.



An amazing number of options are available in the World Tour Mode, so it's easy to customize your team to your heart's content. You can also unlock additional hairstyles, swimsuits and accessories by playing through the different modes.

EVERYONE E CONTENT RATED BY ESRB

© Sega-AM2/Sega, 2001, 2002

HELLO, VOLLEY, WELL, HELLO, VOLLEY!

If you've never played beach volleyball before, let us introduce you to the basics. The game is played on a sand court with two players to a team. A team can hit the ball a maximum of three times, and a player can't hit the ball twice in a row. Beach Spikers has several different modes of play and throws in a couple of beach-themed minigames for laughs.

HOW GREEN IS MY VOLLEY?

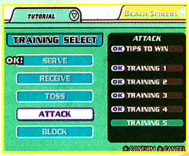
Before you dive into the beach volleyball action, you should try out Tutorial Mode. The game relies on just a few button combinations, but you'll need to work on timing and strategy to use the moves to your advantage. Green players won't win.

WORK ON YOUR SUMMER TIMING

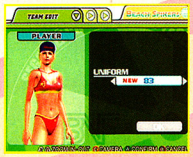
The Tutorial has movies that show you how to serve, receive, toss, attack and block. The mode also serves up training drills that let you try out the moves and work on your timing and button combos.

Each type of move, offensive and defensive, has its own special timing issues. Watching the "Tips to Win" movies won't really give you a feel for the moves or the timing. Try out each drill—some are actually quite tough, but you'll benefit from the challenge.

GET YOUR SERVE UP AND YOUR ATTACKS DOWN



The tutorial is very comprehensive—each specific area of training has one movie and five drills that will teach you how to play the game well. The fifth drill in each area is usually pretty difficult, but once you've mastered it, you'll be fully prepared to take on a tournament.



You don't have to complete all of the drills, but if you do, you'll unlock a few new outfits to keep your homemade teams looking stylish. As you complete different parts of the game, you'll be rewarded with more outfits and other cool stuff.

THE FASTEST WAY TO HIT THE BEACH

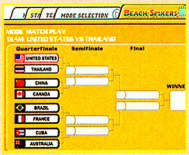
In Arcade Mode you can play a short, eight-team tournament in which you start each game at a 10-point-tie. You can change the CPU's skill level, the number of points you start with and more in the Options menu if you want a longer tourney.

PICK ANY TEAM, INCLUDING YOUR OWN

Pick your favorite team from the 16 available. Because you play as both characters, the skill level for all teams is exactly the same. Pick the team you identify most with—or whose looks you like most.

If you choose to import your own team that you built in World Tour Mode, the CPU can play as your teammate, just as it always does. If your teammate is at a low level, you might not want to import your team.

YOU'VE MADE IT TO THE QUARTERFINALS!



Only eight teams play in the tournament, so you start the game in the Quarterfinals. The first two matches aren't very hard on Normal Difficulty, but the Final will pose more of a challenge. After the Final is the hidden Championship. It is much harder than the previous matches.

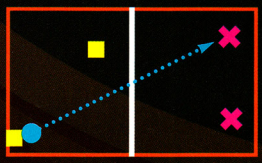
If you can defeat the reigning champs, you'll unlock more stuff to customize your future volleyballers. You can't change a team once you've saved it, but you can make new teams with your new stuff.

SPIKE YOUR GAME WITH OUR BEACHY STRATEGIES

As you play against a friend or the CPU, you'll begin to realize that a little strategy goes a long way. Excellent reflexes and spot-on timing are probably the most important things you can bring to the Beach Spikers party, but if you're playing someone whose skills are equal to your own, a little strategy will put you on the winning side of the beach. Our strategies and tips work in all of the modes in Beach Spikers and are especially useful when you're playing the CPU in a tough match.

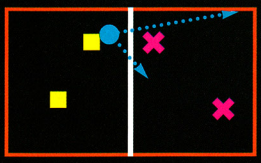
OFFENSIVE STRATEGIES

A POWERFUL SERVE IS THE RIGHT START



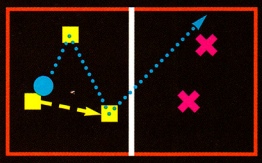
Send a high-powered serve straight at an opponent. The force may knock her down or off balance, which will make it tough for her team to attack you. Also try sending a powerful serve between and in front of your opponents—they may not return it at all!

A LIGHT TOUCH CAN WIN THE POINT NR



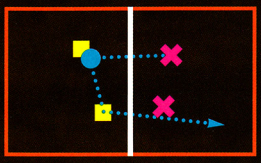
A low-powered bump across the net can sneak under an opponent who is jumping to make a block. It can also arc over her and drop in a rear corner before her partner can reach it. Try using the B Button instead of A to drop the ball close to the net.

ALWAYS KEEP AN EYE ON THE COMPETITION



Pay attention to where your opponents are and aim attacks behind them or just past them. Diagonal spikes are a good bet, especially if your opponents are playing close to the net. If they're playing at the back of the court, use a shallow attack.

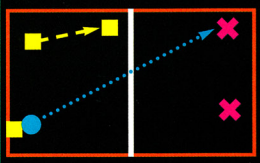
TWO-HIT ATTACKS CAN BE SURPRISING



Hit A and B simultaneously to launch a quick attack on the second hit of your volley, which can catch opponents off-guard. If you're playing with a CPU-controlled partner, she may launch a two-hit attack on her own.

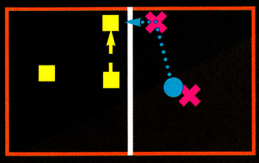
DEFENSIVE STRATEGIES

BE READY FOR A SPIKE AFTER YOU SERVE

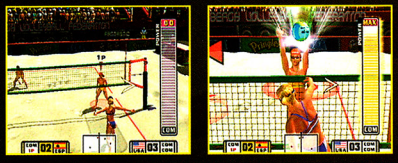


As soon as your side serves, prepare for the return attack. If your opponents are rushing the net, charge forward to prepare to block the spike. If they attack from mid- or back court, hang back a little to cover your side.

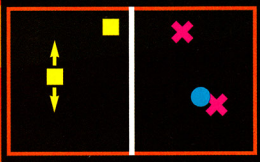
THERE ARE NO SLOPPY BLOCKS



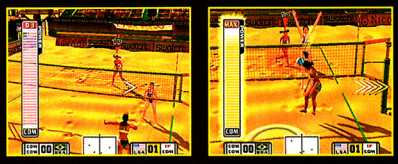
Blocking is very hard to do in Beach Spikers. You have to line up your player with the attacker and jump just as she does, which is very difficult and risky. You don't have a lot of time to make adjustments, either. Precision and timing are the keys to a successful block.



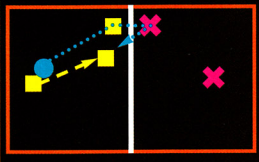
HANG BACK IF YOUR PARTNER PLAYS UP



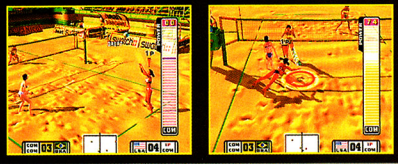
If your partner is playing close to the net to block a spike, move to the middle of the court to reduce the attacking area for your opponent. Moving toward the attack spot at the last instant can often lead to a great block—and a point!



BE PREPARED TO COUNTER A BLOCK



After setting the ball for your partner, run to her side at the net—it will improve your chances of returning a blocked spike from your opponent, which will fall close to the net. A fast recovery is crucial to countering a block successfully.



SEE THE WORLD—ONE BEACH AT A TIME

World Tour Mode lets you participate in a 16-team tournament with characters you create yourself. Your partner is controlled by the CPU, and she won't be very good at all until you earn points to raise her ability levels.

CREATE YOUR VERY OWN BEACH SPIKERS

You can give your players names, assign them one of 30 countries, and change their hair, face and uniform. They can also wear sunglasses if you choose.

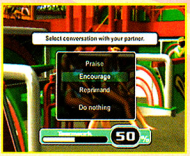
You get five points to assign your partner at the start. She has seven skill categories, and all are at zero when you start. Begin by assigning her Receive, Toss and Response points so she can keep the ball in play. Worry about the other skills later.

TOUR THE WORLD, PLAY TO WIN

The World Tour has eight stops that take place on the world's greatest silly theme courts. Your first game is on the Pringles court, and other courts feature fun Sega, Nintendo and Holiday Inn themes.

The World Tour includes eight different tournaments for you to battle through. Your partner is a very bad player at first, and you can't play the game for her. You must win games to earn points that you can use to improve her abilities.

CONVERSATION BOOSTS TEAMWORK



Several times per game, you'll have the chance to talk to your partner. You can choose to speak to her or do nothing. If you choose to speak to her, you can praise, encourage or reprimand her. Any one of the tactics can backfire, and it's always hard to know which to use.

If you choose the right thing to say to your partner, your teamwork will improve, making your partner a slightly better teammate. If you choose the wrong thing, you'll lose teamwork points and your partnership will suffer.

TO THE WINNERS GO MORE SPOILS

After every match you play, you'll receive skill points that you can divide among your partner's skill categories. Don't up the Serve and Block until later in the game—you'll need to add a lot before it'll really start to show, and the points are better spent on her other skills.

If you win a match, you'll get more points to use on your partner. You'll have to win several matches before you'll be able to make significant improvements.

TEAMWORK SCORES EVEN MORE POINTS

Try to boost your teamwork as much as you can with your clever conversations—it's just another way to score more points to level up your partner. Pay attention to the way your partner is playing and speak to her accordingly. Don't yell at her if you're playing badly, too.

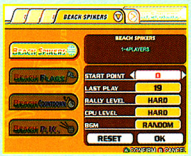
PERFORM WELL TO BECOME CHAMPS

If you finish first in the World Tour, you'll get a well-deserved trophy and you'll also unlock special skins to add to the editable features.

VS. MODE—IT'S NOT JUST FOR SEVERAL PLAYERS

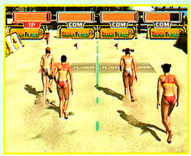
You can play Vs. Mode alone against the CPU or with up to three of your friends. Two of the games are rooted in volleyball, while the other two are silly beach games not often seen in video game form. Suit up and join in the fun!

PLAY A SINGLE GAME OF BEACH SPIKERS



You can play a single game against the CPU or with one, two or three of your friends in Beach Spikers. Several options are available to customize your game, including your start point and the background music.

NO VOLLEYBALLS IN BEACH FLAGS



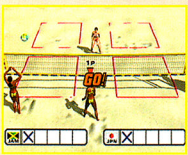
If you're looking for a fast, goofy, sand-based game, give Beach Flags a go. Players lie on their tummies on the sand, heads down, then jump up and run to the flags at the end of the course. Really.

HAVE A BLAST WITH BEACH COUNTDOWN

Volley a bomb hot-potato-style in Beach Countdown. Your moves are the same as in the regular Beach Spikers games, and the bomb is apparently soft enough to hit around for a while.

You start with the counter at 50, and each hit reduces that number until you're down to nothing and the bomb explodes.

TEST ATTACK SKILLS IN BEACH PK



You and an opponent take turns trying to slam the ball within the given boundaries in Beach PK. When you're not trying to spike on your opponent, you're defending the zone and your opponent is trying to spike on you. Beach PK is a good way to improve your attack skills.

SAND FINALE

Beach Spikers is a fun-lovin' sports game that doesn't take itself too seriously. It's got all the perks of beach volleyball without all the sand-in-your-swimsuit problems.

FREESTYLE™

SICK TRICKS AND FREESTYLE FREAKS ARE HEADED TO GCN!

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A BIG FREAKIN' SHOW!

Freekstyle goes where no motocross game has gone before—to a fantasy world of extreme jumps that is to motor sports what SSX Tricky was to snowboarding. With the freakiest freestylers, dozens of possible tricks and combos, nine courses, two-player modes, unlockable goodies and superstar graphics and sound, EA's Freekstyle is an extreme paradise. Our preview version wasn't 100%, but it was great. And we scored some cool development art to illustrate how it all came together.

Huge tricks and insane tracks make Freekstyle much more than a sim. It's an extreme trick- and speedfest with some of the top riders in the freestyle world.

FREEKIN' RIDERS

Freekstyle boasts eight of the most insane riders in motocross led by the incomparable Mike Metzger. The other riders are Mike Jones, Stefy Bau, Brian Deegan, Greg "Albee" Albertyn, Cliff "The Flyn' Hawaiian" Adoptante, Jessica Patterson and former Pace announcer Leeann Tweeden. As you win circuits, you'll open up new bikes and outfits for your riders, and you'll earn points that will boost their performance in five skill areas.

METZ | MAD MIKE | STEFY | DEEGAN | ALBEE | FLYN' HAWAIIAN | JESSICA | LEEANN

You'll unlock tricks by performing them in races and freestyle competitions. Each character has 50 tricks that you can use individually or in spectacular combos.

Lead artist John Bell created detailed illustrations (like the one at right) of tracks and riders that the 3-D artists closely followed, as seen in the screen shot above.

MODES AND CODES

There's more than one way to play Freekstyle—in fact, there's no one way you have to play. Circuit Mode is the main event. You've got to win three races at 14 locations to move up the ladder and unlock more tracks and goodies. Single Race Mode gives you the option to race for trick points or first place. In Freestyle Mode, it's all about sick tricks and monster combos in special Freekstyle arenas. Freeride Mode is the place to check out shortcuts and bonus zones. The Record Book keeps the numbers, and Options give you a chance to enter special codes for extra freaky surprises.

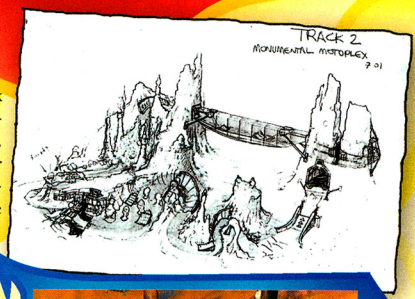
Although some of the courses are loosely based on real MX tracks, most of the elements are pure fantasy, as seen in the design illustration to the far left. You'll have to explore every ramp, crank it around every turn and break through every obstacle to find the bonus areas where tricks count for more.

PICK A TRICK

Freekstyle tricks earn you boost acceleration time on your Freek Out Meter—a little brown bar in the meter in the lower-left corner of the screen. Each rider can learn 50 heart-stopping tricks, and you can string the tricks together for combo and multiplier points. Some tricks require upgraded bikes. You'll find everything from a simple No Hander to unbelievable tricks like Metz's Tidal Wave.

Enter the Freek Out Zone by filling the red portion of the meter. When it's full, you can pull major tricks.

Performing a trick is just the start of the fun. You've got to nail your landing for the trick to count.



Monumental Motoplex at Monument Valley, Utah, is where the action starts. The early sketch of the course shown above gives you a sense of the vertical excesses of the track.

CUTTING TRACK

Freekstyle tracks go above and beyond any motocross courses you're likely to see. The nine tracks feature wicked turns, tight bottlenecks, atmospheric jumps, hidden shortcuts and rutted terrain that could bog down a Humvee. With names like Crust Belt, Rocket Garden, Gnome Sweet Gnome and Burn It Up, you know the tracks are as sick as the tricks. You have to unlock seven of the nine tracks in Circuit Mode. There are four arenas for pulling tricks, too.

It's hard to stay cool with all the flames, falling trees, rolling boulders and huge air of Burn It Up in Snoqualmie, Washington.

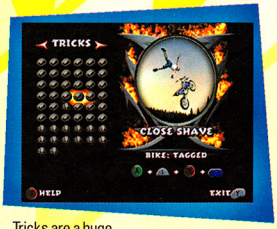
Tracks are filled with obstacles and rough terrain that will slow down riders. You'll have to look for shortcuts, too, like the crates in the Crust Belt.

The giant torches add some edge to the Monumental Motoplex, but you don't have to worry about flaming chimneys burning you. What you do have to worry about is finding the best shortcuts in the maze of paths and building up enough boost power to get the extra speed needed to hold on to the lead.

SWEET GEARS

Freekstyle starts you off with just a few riders who have one bike apiece. You'll have to win Circuit races to get the upgraded bikes that can perform the sickest of the sick tricks for each rider. If you want more stylin' clothes, you need to fill up your Trick Book with all 50 tricks then perform all 60 combos per rider to get the hottest look on the tour. As you progress in the game, you'll also unlock the ability to play with the remaining riders. There's even a Code Entry option for secret stuff.

In our preview version, we started with Metz, Stefy, Leeann and Deegan, each with one bike and one costume.



Tricks are a huge part of the game. Fortunately, there's a Trick Book for each rider that shows which tricks you've opened and how to perform them.

To perform some advanced tricks, such as the Dragonfly, you'll need a beefed-up bike, like Metz's Bloodshot.

Performing combos is just as important as filling up the Trick Book. We had to complete 20 Combos to unlock freaky stylin' outfits for the riders.

The start gate for the Burn It Up track is high on a cliff with grandstands built into the hillside. We thought it looked spectacular in the designer's illustration, but the impact is far greater when you're racing down the hill in the actual game.

FREEKED OUT!

Freekstyle's raw excitement, excellent graphics, stylin' sound track (featuring a song from Dry Cell) and awesome challenges are sure to make extreme race fans deliriously happy. It certainly turned us into motofreaks. There's nothing like the thrill of busting out a combo while the ground rushes up to meet you, then pulling out a perfect landing at the last second to rack up a huge bonus score. We expect that EA will pull even more tricks from its hat before the finished game breaks from the gate in September.

EVEN WHEN YOU'RE NOT PLAYING IT, YOU'RE PLAYING IT.
Kristopher,
Wal-Mart Customer
You turned the system off hours ago. But as you teeter on the edge of sweet slumber, there's the game again. It plays on like a lullaby, just under your eyelids, an omen of the fun you'll have the next glorious moment you get the controller in your hands. You'll find game power like this in Nintendo GameCube,™ now at Wal-Mart. We have all the games you've been dreaming of and Every Day Low Prices that mean you can actually afford them.
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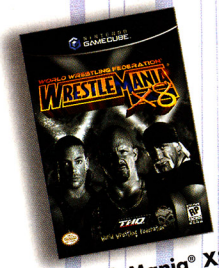

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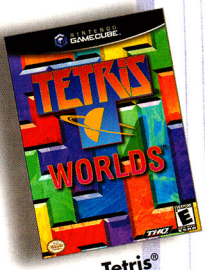

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PRODUCTS RANGE FROM RATING PENDING TO TEEN
RP-T
CONTENT RATED BY ESRB

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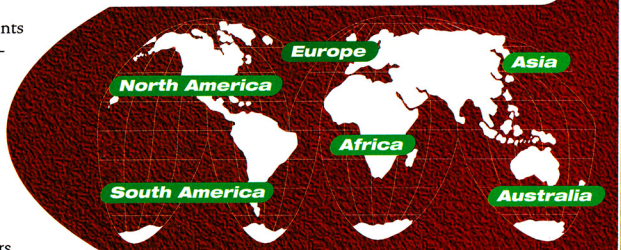
MIDWAY'S TAKE ON THE WORLD'S MOST POPULAR SPORT IS A FULL-CONTACT SOCCER SENSATION.

REDCARD™ 20-03

CHALLENGE THE WORLD'S BEST

Spanning the globe, RedCard 20-03 presents no-holds-barred soccer with 50 international teams. The game play is realistic, the action is intense and the referees let you play on, even when the contact gets more fierce than friendly. Choose a team and fight your way to the top of the heap.



Meet Your Match

You can join in on a friendly match for up to four players, take on a tournament or play through a World Conquest, which pits your team against every other top team on the planet. After you complete your conquest, the competition will heat up in the championship finals.

EVERYONE E CONTENT RATED BY ESRB — Mild Violence

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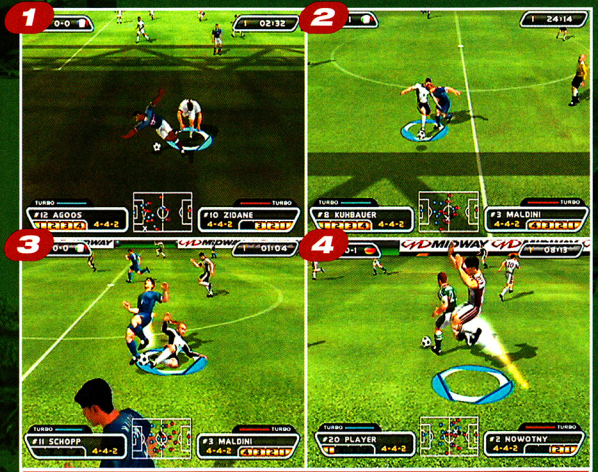
FOUL MOVES

The feature that sets RedCard 20-03 apart from other GCN soccer games is the level of allowable aggressive contact. Several types of quick and painful tackles will keep you on your toes—or on your back.



1 Aggressive Tackle

Throw your body up against the opposing player. You'll take him off the ball and put yourself in a position to gain possession.

2 Stomp

With a feet-first stomp, you can kick the ball away from your opponent while you keep your balance and make a run for it.

3 Slide Tackle

The most reliable way to knock the ball away from an opposing player is to use a slide tackle, which ends with both players on the ground.

4 Boost Battle

Any defensive move that you pull off in combination with an L Button boost will bring more power to the play.

YOU MAKE THE CALL

You can set referee strictness to keep the game under control or let it go wild. Either way, refs will call an occasional foul.

If a player commits a foul in midfield, the opposition will go up for a free kick, while defenders line up to protect the goal.

If a foul takes place in the penalty box, the fouled team will earn a penalty kick—a free shot on goal with only the keeper in the way.

WORLD WONDERS

The world's top 50 national teams participate in the competition. They include underdogs, such as Cyprus and China PR, and powerhouses, such as England, Brazil, France and Germany.

- ALGERIA
- ARGENTINA
- AUSTRALIA
- AUSTRIA
- BELGIUM
- BRAZIL
- CAMEROON
- CHILE
- CHINA PR
- COLOMBIA
- COSTA RICA
- CROATIA
- CYPRUS
- CZECH REPUBLIC
- DENMARK
- ECUADOR
- ENGLAND
- FINLAND
- FRANCE
- GERMANY
- GREECE
- HUNGARY
- ISRAEL
- ITALY
- JAPAN
- LATVIA
- MEXICO
- NETHERLANDS
- NIGERIA
- NORWAY
- PARAGUAY
- POLAND
- PORTUGAL
- REP IRELAND
- REP KOREA
- ROMANIA
- RUSSIA
- SAUDI ARABIA
- SCOTLAND
- SENEGAL
- SLOVENIA
- SOUTH AFRICA
- SPAIN
- SWEDEN
- SWITZERLAND
- TUNISIA
- TURKEY
- UKRAINE
- UNITED STATES
- URUGUAY

OFFENSE

Ball possession is key to a successful campaign. Hold onto the ball, make smart passes to bring it upfield and set up a shot. In case the shot deflects off a defender, be ready to recover and shoot again.

Make Your Move

Opposing players will do anything to take possession of the ball. If you use turbo speed to run from the opposition, you'll lose some dribbling mobility. The best way to keep the ball is to juke on the dribble and make short passes.

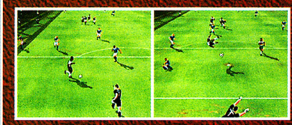
Send It Upfield

After you've successfully defended your territory, you can take the ball upfield quickly with a big lob. Try to get it to an open teammate. If an opposing player is near, he could head it back onto your side of the pitch.

Go with the Flow

An effective drive requires strong and accurate passes, sometimes with close proximity to opposing players. Watch your opponents as they move, and pass the ball when you have a clean line to your target. Thru passes work well in traffic.

SCORE BIG

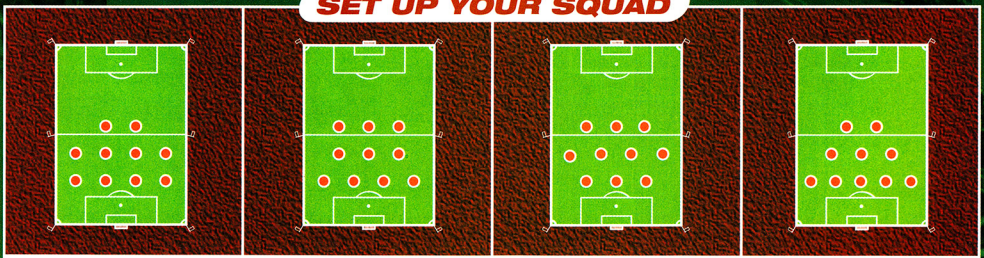


You'll encounter fewer opposing players if you take the ball up the wings on your approach to the goal. When you get close, look for an opportunity for a strong cross to the middle.

While the goal is always bigger if you approach it from midfield, you should mix up your shot locations. A strong strike from the side could catch the opposing goalkeeper off guard.

When you cross into the penalty box and challenge the keeper, you'll have a lot of success with boost-powered shots. Hold the L Button and strike hard.

SET UP YOUR SQUAD



4-4-2

You can change your team formation by pressing Left or Right on the Control Pad. The default 4-4-2 formation is good for aggressive offensive play.

4-3-3

The 4-3-3 formation gives you a third defender without compromising your front line strength. You can use lob passes to get the ball to the forwards.

3-4-3

If you want to protect a lead by holding onto the ball in the middle of the field, the 3-4-3 formation will give you plenty of short pass options.

5-3-2

The 5-3-2 formation is the ultimate offensive-minded setup. It's great for bringing the ball up the wings and crossing into the center for a strike.

DEFENSE

When the opposing team has the ball, your goal is to regain possession as quickly as possible. As the other team drives, tap B to control your closest player and try to make a quick move.

Take Them Off Their Feet

When you use a slide tackle to attack the ball handler, the ball will go flying and both players in the collision will end up on the turf. Switch to another player and sprint to the ball.

Stomp and Steal

The stomp is a great open-field defensive move that will leave the opposing player stunned long enough for you to take possession and pass the ball to your closest mate.

Body Blow

A well-timed and well-positioned aggressive tackle will send the opposition to the ground and leave your player standing so he can take hold of the ball unchallenged.

POWER DEFENSE

Press and hold the L Button before you attack to trigger a powerful move. You'll flatten the other player with a square hit and take control with fewer defenders to deal with.

If you're a few steps away from the player with possession, press and hold the R Button to run with turbo speed and get ready to pull off a powerful tackle.

THE LAST LINE OF DEFENSE

If you tackle an opposing player with too much power inside the penalty box, your goalkeeper will face a one-on-one penalty kick. When the ball is in the air, you'll have a fraction of a second to commit to a jump or dive to the left or right. It's a hard position to be in.

When your goalkeeper takes possession of the ball, you can have him kick it out into the middle of the field or instruct him to toss it to your closest defender with a press of the Y Button. The latter choice may ensure a more controlled possession.

FINALS FIGHT

After you successfully complete a World Conquest, you will unlock Finals Mode, where the action really gets intense. Make your way through a lengthy Finals campaign and set your sights on the championship.

Fierce Competition

The friendlies are over. Finals matches are a high-stakes challenge from start to finish. If you're a quick striker, you should select short matches. After you get ahead by a goal, you'll just have to survive to win. If you get behind, you can restart and try again.

START A SQUAD

The Customize Team option allows you to create your own winning soccer squad. You'll base your team on an existing club but rearrange its attributes to fit your style of play. Start with a team that has plenty of attribute points.

Personalize Your Players

Name your squad and rename each individual player. Change players' numbers and positions. You can be the architect of a winning season with command over every aspect of the game.

SPECIAL TEAMS

As you make your way through a World Conquest, your final friendly match on each continent will have you facing a fantasy-borne squad. After you win the match, you'll unlock the team and its stadium.

Dolphins

Friendly sea creatures pop out of the water and onto the pitch at the end of your Oceania conquest. They can send the ball flying with high kicks and head it with power and accuracy.

CLEAR OCEANIA

S.W.A.T.

The last squad that you take on in North America is a fully armored S.W.A.T. team. What the team lacks in quickness, it makes up for in strength. It will initiate a full-fledged assault on your goal.

CLEAR NORTH AMERICA

Samurai

While the Samurai are not known for their success on the pitch, the squad that you meet at the end of your Asian conquest can hold its own. Samurai vs. S.W.A.T. would be the ultimate armored match.

CLEAR ASIA

Apes

Are they baboons, or soccer players in hairy suits? Either way, the team that you take on after you defeat all others in Africa will be up to the fight. The apes are fast, fierce and unpredictable.

CLEAR AFRICA

Continue Your Conquest

There are 10 unlockable squads in all, ranging from Martians to Matadors. If you lose a game in your World Conquest, you can adjust your strategy and enter a rematch.

SHOOT, SCORE

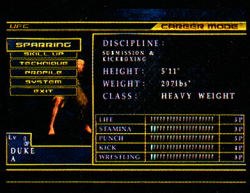
Solid soccer action takes an aggressive edge with RedCard 20-03. The game is a fast-paced, nonstop exercise in accuracy, finesse and power. To win, you must gain possession of the ball by all means necessary, make strategic passes and drive all the way to the goal.

BUILD THE BEST.

DESTROY

"THE VISUALLY BRUTAL AND HIGHLY SKILLED COMBATANTS OF THE ULTIMATE FIGHTING CHAMPIONSHIP WILL ONCE AGAIN SHOW OFF THEIR MARTIAL ARTS EXPERTISE FOR GAMERS."

- GAMEPRO MAGAZINE



- A brand new ultra-extensive Career Mode where, in addition to being able to create a fighter, you train your fighter as he fights his way to the Ultimate Fighting Championship.
- Over 25 real UFC fighters including current UFC Champions.
- Amazing special effects showing realistic facial and body animations including individual muscle movements.

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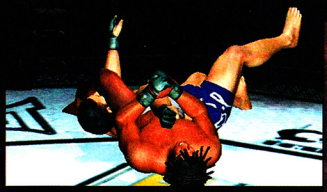

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EPIC CENTER

Summer is in full swing, and what better way to enjoy the rays than by sending a group of adventurers into a dark, dank underground maze? Wizardry: The Summoning is the newest Game Boy Advance title from Natsume, and we're revealing all you need to know about assembling a party and entering the first dungeon. We're also holding court with the Epic Forum, as we hear your take on the return of Square to the Nintendo family and answer other pressing questions.

EPIC FORUM

Kaleb Penner: Being a huge RPG fan, I have long awaited this day. Finally, Square and Nintendo are back together, and no one is more excited than me! The GBA already has some wicked RPGs like Golden Sun and Tactics Ogre: The Knight of Lodis, and with Square in the picture my GBA will never leave my side! Square made four of the five top RPGs for the Super NES, and Final Fantasy is the greatest series in video game history. The reunion is sure to pay off in spades. I can't wait!

Narrwald: Yey! Final Fantasy is back!!!! Yey!!!! I don't care if that's how u spell yey! Are there any Final Fantasy games in the making for the Nintendo GameCube?
EC: Actually, "yey" is spelled "yay" and "u" is spelled "you." But we're not picky. And the only Final Fantasy game that has been announced (at least so far) is Final Fantasy Tactics for the GBA. We're hoping to see it by the end of the year. Yey… er, yay!

Bob Clavin: Volume 156's Epic Center may have had the most exciting RPG news ever. Not only did it cover Harvest Moon 64, but it said Square Soft would be making games for Nintendo. I love Final Fantasy so much! Now you may think that's all I have to write about, but it isn't! Skies of Arcadia is THE BEST GAME! It made me buy a Sega Dreamcast. When I read it was coming out on the GCN, I fell off my couch. I'd love for you to write more about these games in the near future.
EC: Those couches can be tricky. Maybe you should consider a beanbag chair. Oh, and Skies of Arcadia? According to Sega, it's scheduled to be released by the end of 2002. You can bet big money that we'll give it plenty of coverage.

Respect4JarJar: Hey, I'm soooo psyched about Square returning to Nintendo! After Super Mario RPG the world saw that you two belonged together. Even the Game Boy Color Final Fantasy titles rocked. Don't let Square get away from you again!
EC: Um, is your screen name *really* Respect4JarJar? Maybe you'd feel more comfortable with the folks in Power On.

Michael Williams: Am I the only one who is not pleased with the notion of Square's return? Am I the only person who thinks that Square has nothing to offer us? Am I the only one who doesn't want them back? Am I the only person who is afraid of trusting these people for fear of having his heart broken again?
EC: Yes. You're the only one.

Nester__007: As many times as you've discussed Advance Wars, you've never told us how to earn Nell. I'd like to see that.
EC: To beat Nell, you must unlock all the COs (including Sturm) and defeat Campaign Mode on the Advanced setting.

Sweley Keegan: You should do a graph showing every item in Golden Sun.
EC: Next time we have a year with nothing else to do, we'll consider it. In the meantime, track down copies of NPA Volume 3, and NP Volumes 149, 150, 151, 153 and 158 for tons of Golden Sun info.

EPIC TACTICS

Grab your GBA and get ready for a good old-fashioned dungeon hack with Natsume's Wizardry: The Summoning. Like the other Wizardry titles (including two on the NES and one on the Super NES), the game boasts hard-core RPG action, hundreds of different items and dungeons so difficult they make the Epic Center editors weak in the knees. But never fear! We've assembled an Epic Tactics special that will give you a leg up on beasts of the darkness.

RACE TO THE FINISH

Before you start questing, you must assemble a party. Parties can contain up to six members from five races. Once you've chosen a race, you can give you character an additional six to 24 Attribute Points, depending on a roll of the dice. You can leave the Attribute Point screen (located in the Training Hall) and reenter as many times as you want, so make sure that you get a high roll. If you end up with fewer than 14 points, back up one screen and try again.

Human	Humans are the middle ground when it comes to the different races. They don't excel in any one category, but they don't have any glaring weaknesses either. Humans can take on any job they want, although their Piety rating isn't so hot. If you want to create a Priest, Lord or Bishop, you should look for another race.
Elf	The graceful Elves are natural spell-casters and have the highest IQ and Piety ratings in the game. Elves make excellent Mages, Priests or Bishops, but you'll need a lot of extra Attribute Points if you want to create an Elf Lord. Unfortunately, Elves aren't very strong and have poor Vitality ratings, so keep them out of direct combat.
Dwarf	Short, stocky and very, very tough, Dwarves are natural fighters. They have high Strength and Vitality ratings and are well suited for hacking and slashing. Strongly consider having at least one Dwarf Fighter or Samurai in your party—they can lead the group and take damage while the rest of your crew brings the hurt from a safe distance.
Gnome	Gnomes are naturally curious creatures with high Piety and Agility ratings but not much else to brag about. Surprisingly, Gnomes make excellent Summoners (the most powerful job in the game) although Elves are more naturally suited to the task. Don't feel like you have to take a Gnome along—your party should be just fine without one.
Hobbit	Hobbits have incredibly high Luck ratings and decent Agility, which makes them perfectly suited for sneaking around and opening traps. You'll want at least one Thief in your party, and the Hobbit is a great choice. Besides, it's almost impossible to resist the temptation of creating a Hobbit Thief named Frodo or Bilbo—so feel free to do so.

Strength	Fighters, Ninja, Samurai and Lords all demand high Strength ratings, but it's a helpful attribute for any character. Players with high Strength ratings earn a damage bonus when they strike an enemy.
IQ	If you want to cast spells and summon creatures, a high IQ is a must. The higher the attribute, the more spells a magic user can memorize. Classes that don't use a lot of spells—such as a Fighter or Thief—can be dumb as a post without penalty.
Piety	Do you feel the pain of others? Are you constantly trying to give aid to the sick and injured? If so, you might have a high Piety rating. Bishops, Priests and Lords all demand high Piety rankings, but other characters can safely ignore the category.
Vitality	The higher your Vitality, the more Hit Points you receive. As such, it's a good idea to give every member of your party a Vitality of at least 10, and preferably 12 or higher. Ninja and Samurai both need high Vitality ratings.
Agility	Agility is another category that's useful for everyone. While a nimble character like a Thief must have high Agility, other classes will also benefit from boosted ratings. If you have a high Agility, you can both attack first and avoid many enemy strikes.
Luck	Luck is the oddball category. It won't help you out in any direct way, but players with a high Luck rating tend to find lots of treasure and usually avoid enemy knockout blows. Luck also factors into whether enemy spells and breath attacks strike your character or not.

GET A JOB, HIPPY

Once you've selected a race and distributed Attribute Points, it's time to become gainfully employed. There are nine different jobs (or classes) to choose from, and you'll want to consider them carefully before you form a party. Try not to have a party full of one particular class, and make sure that you bring a Summoner and a Thief along. Some jobs, such as the Lord's, won't be available until much later in the game. You can change a character's class (as long as you have the proper Attribute Points) by going to the Training area of the town. The chart below shows the requirements for each job.

The bearded fellow at the Training Center will help you get a job and train your character. As you age, it will become difficult to switch classes—so do it early.

Job	Description	Alignment	Strength	IQ	Piety	Vitality	Agility	Luck
Fighter	Are you strong? Then be a fighter! While they won't win any Trivial Pursuit contests, good Fighters are invaluable to a beginning party. Fighters can use any weapon or piece of armor in the game.	—	11	—	—	—	—	—
Thief	Thieves can open treasure chests, unlock doors and hide in the darkness. If you attack an enemy from the dark, you'll do extra damage. They can use only light armor and weapons.	neutral or evil	—	—	—	—	11	—
Mage	A powerful Mage is one of the most intimidating players in all of Wizardry. Although Mages are initially weak and hard to use, they become invaluable at higher levels. A Mage can use only the most basic weapons and armor.	—	—	11	—	—	—	—
Priest	Strongly consider bringing a Priest along when you begin the adventure. In addition to learning healing spells, Priests can use a variety of weaponry. Once your Priest gains a few levels, change his or her job to a Bishop.	good or evil	—	—	11	—	—	—
Bishop	Bishops learn both Priest and Mage spells and can also identify unknown items. Create at least one—even if he or she stays in town while you explore, the Bishop can identify items upon your return and save you money.	good or evil	—	12	12	—	—	—
Summoner	Bring a Summoner. Trust us. A Summoner can call up and control monsters in battle, and summoned monsters are the most powerful force in the game. You can bring only five characters if you wish to use a summoned monster in battle.	—	—	12	—	—	—	12
Samurai	The mighty Samurai are the masters of agility. High-level Samurai can strike multiple times in one round and also learn Mage spells. It may take many tries to create a Samurai when starting a new quest.	good or neutral	15	11	10	11	14	10
Ninja	You won't be able to create a Ninja right off the bat—your best bet is to take a Thief or Fighter and try to switch classes once your level increases. Ninja can often eliminate an enemy with a single blow.	evil	17	17	17	17	17	17
Lord	Like Ninja, Lords are impossible to create when starting out. They are powerful figures that learn Priest spells and can use nearly all weapons and armor. Try to switch one party member to a Lord as early as possible.	good	15	12	12	15	14	15

THAT OLD BLACK MAGIC

There are three magic types in Wizardry: The Summoning—Mage, Priest and Summoner. While many classes learn Mage and Priest spells, only Summoners can use the final type. You'll earn spells as your characters increase in level, but you won't learn them automatically when you level up—so a Level-4 Mage might learn Fear before Blink. On the charts, note that AC stands for Armor Class.

Mage Spells—Level 1	
ENEGY BL	Inflicts 1 to 8 HP of damage on a single enemy.
AR SHIELD	Lowers caster's AC by two.
SLEEP	Puts an enemy group to sleep.
Mage Spells—Level 2	
DARKNESS	Increases an enemy group's AC by two.
BLINK	Decreases caster's AC by four.

Mage Spells—Level 3	
FIREBALL	Inflicts 4 to 24 HP of damage on an enemy group.
LIGHTNING	Inflicts 3 to 18 HP of damage on an enemy group.
MAGIC WALL	Lowers the effectiveness of all enemy spells and breath attacks.
Mage Spells—Level 4	
FEAR	Increases the AC of an enemy group by four.
ICE BALL	Inflicts 6 to 36 HP of damage on an enemy group.
FIRESTORM	Inflicts 6 to 36 HP of damage on an enemy group.
Mage Spells—Level 5	
TERROR	Increases the AC of all enemy groups by four.
DEADLY AIR	Destroys all enemies at Level 8 or below.
ICE STORM	Inflicts 8 to 64 HP of damage on an enemy group.

Mage Spells—Level 6	
SUFFOCATE	Instantly eliminates one enemy group.
DISPEL	Destroys undead monsters (works some of the time).
INVISIBLE	Decreases entire party's AC by four.
WISH	A powerful combat spell. The caster will lose one level each time it is used. You must be Level 12 or higher to cast.
FREEZE	Inflicts 34 to 98 HP of damage on an enemy group.
Mage Spells—Level 7	
TELEPORT	Teleports the party to a designated coordinate in the labyrinth.
DESIRE	Choose from one of three wishes. You must be Level 12 or higher to cast.
NUCLEAR	Inflicts 10 to 100 HP of damage on all enemies.

Priest Spells—Level 1	
BLESS	Decreases AC of the entire party by one.
CURE S.	Restores 1 to 8 HP to a party member.
MAKE WOUND	Inflicts 1 to 8 HP of damage on a single enemy.
LIGHT	Illuminates an area around the party (up to two spaces).
SHIELD	Decreases caster's AC by four.
Priest Spells—Level 2	
GRACE	Decreases entire party's AC by four.
D. TRAP	Detects treasure chest traps (95% accurate).
BIND FOE	Paralyzes a single enemy.
SILENCE	Mutes a group of enemies and stops all spells.
Priest Spells—Level 3	
CONT. LIGHT	Illuminates an area around the party (up to three spaces).
CURE PAR.	Cures a single party member of paralysis.
IDENTIFY	Identifies a group of unknown monsters.
HOLY	Decreases the entire party's AC by four.
Priest Spells—Level 4	
CURE M.	Restores 2 to 16 HP to a single party member.
INJURY	Inflicts 2 to 16 HP of damage on a single enemy.
CURE POISON	Cures a single party member of poison.
PROTECTION	Decreases the party's AC by two until it leaves the dungeon.
Priest Spells—Level 5	
CURE L.	Restores 3 to 24 HP to a single party member.
PAIN	Inflicts 3 to 24 HP of damage on a single enemy.
BLAZE	Inflicts 3 to 24 HP of damage on an enemy group.
LOCATE	Detects the location of an incapacitated party member in the dungeon.
REVIVE	Resuscitates a deceased party member. It's not as safe as a revival at the temple.
DEATH	Wipes out a single enemy. The spell is useless against some advanced foes.

Summoned monsters are great for exploring dungeons. Place the creature in the front of your party and let it take all the damage. If it is wiped out, simply summon a new monster to take its place.

Each spell can be cast a certain number of times. If you run out of spells, you must return to the Inn and rest to regenerate your magic.

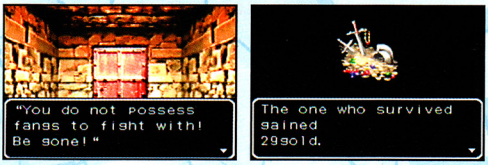
You won't learn healing spells until much later in the game, so buy Ointments and Antidotes at the Shop in the meantime.

Priest Spells—Level 6	
WHIRLWIND	Inflicts 6 to 36 HP of damage on an enemy group.
REGENERATE	Recovers all HP for a single party member. The spell will not work on characters who are Dying, Dead or Buried.
LIFE STEAL	Steals HP from a single enemy. The spell will not work against undead foes.
ESCAPE	Teleports the party back to town. The caster will forget the spell once it has been used.
Priest Spells—Level 7	
SLAY	Inflicts 12 to 72 HP of damage on all enemy groups.
REVIVAL	Resuscitates and restores all HP for Dying and Dead characters.

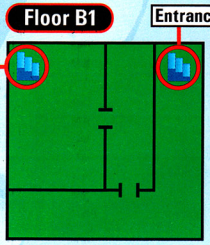
Summoner Spells—Level 1	
SU. SUN	Summons a low-level (Rank 1) monster to join the party.
DETECTION	Identifies a monster. The spell cannot be used in combat.
NICE GUARD	Decreases the AC of a single party member by two.
Summoner Spells—Level 2	
SU. MERCURY	Summons a medium-to-low-level (Rank 2) monster to join the party.
BEST GUARD	Decreases the AC of the entire party by 4.
ENCOUNTER ▲	Increases the odds of encountering random monsters in a dungeon.
Summoner Spells—Level 3	
SU. VENUS	Summons a medium-level (Rank 3) monster to join the party.
Summoner Spells—Level 4	
SU. EARTH	Summons a medium-to-high-level (Rank 4) monster to join the party.
LEVITATE	Allows the party to float over traps while exploring a dungeon.
Summoner Spells—Level 5	
SU. MARS	Summons a high-level (Rank 5) monster to join the party.
Summoner Spells—Level 6	
SU. JUPITER	Summons an exceptionally strong (Rank 6) monster to join the party.
ENCOUNTER ▼	Decreases the odds of encountering random monsters in a dungeon.
Summoner Spells—Level 7	
SU. SATURN	Summons the most powerful monsters (Rank 7) to join the party.
CALL UP	Summons a lost or separated ally to your coordinates in the dungeon.
LEVEL DOWN	Decreases the rank and power of an enemy group by one.

PRACTICE MADE PERFECT

You have two possible destinations upon leaving town: the Practice Dungeon or the Lost Cave. Set out for the Practice Dungeon first and don't get frustrated if your party gets walloped. Just stay close to the exit and return to the Inn as necessary. You probably won't fight more than a monster or two during your first few battles—no worries, that's normal. As a final tip, don't set foot inside the Lost Cave until your entire party has gained at least two levels and defeated Jin.

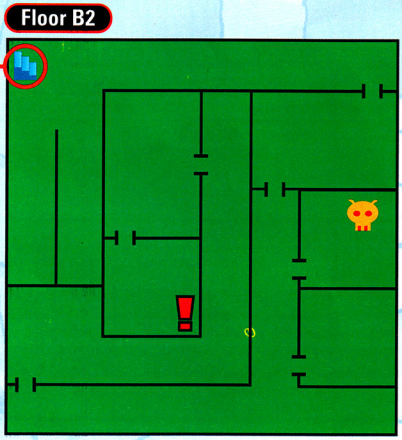


You begin the game with little money, so purchase swords for your fighting types and worry about armor later. You'll receive gold each time you defeat a group of enemies—use the spoils to upgrade your arsenal.



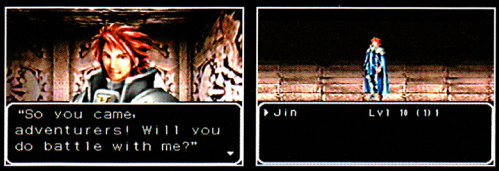
If you want to turn off the auto-save feature, press Start while inside a dungeon and access the Config menu.

Only the first three characters in your party can attack, unless they use magic or a ranged weapon. The lead characters will also take most of the damage, so make sure that you put players with high Vitality in the lead slots. Enemy groups work the same way—you can't attack enemies at the rear unless you have a ranged weapon or a spell.



Dungeon Battle

Floor B1 of the Practice Dungeon is the stomping ground of a mysterious knight called Jin, who will offer to fight your party. If you defeat him, you'll earn gold and a lot of Experience Points.



Jin has limited Hit Points, but he's quite strong and can eliminate most party members in a single blow. Wait until you're at Level 2 or 3 before fighting the wayward knight, and be sure to strike hard in the first round.

Summoning Circles

All dungeons are home to mysterious spaces called Summoning Circles. (The circles appear on your in-game map as small yellow skulls.) If you step into a Summoning Circle, you will immediately be thrust into combat against a powerful set of foes. If you win the battle, the creature will sign a contract with your party, which lets you use a Summoner to call the creature into battle. Don't go into the fight unprepared—you cannot run from a Summoning Circle battle.

The Practice Dungeon's Summoning Circle contains either Parasites or Odd Masses. If you defeat them, you'll be able to summon the creatures into battle. All Summoning Circle creatures give you loads of Experience Points.

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Fight masses of enemies with a variety of techniques, including magical rune attacks! Create your own fighting style; combining magical and physical attacks!

Mystic Heroes™

Coming September 2002

NINTENDO GAMECUBE

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TEEN T CONTENT RATED BY ESRB

Violence

Pokécenter

Colosseum

The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.

Iraj Downton from Aurora, Colorado, has spent a good deal of time at the Pokémon Center in New York. Iraj goes by the nickname EN at the center and online. He's brought us an interesting team with a strategy he calls Sharp Windows. It uses Light Screen and Reflect to protect his Pokémon, and Spikes to harm his opponent's Pokémon when they switch out. He also uses Pokémon like Snorlax and Jynx that really pack a punch when they're using moves of their own type.

Jynx

Item: Leftovers

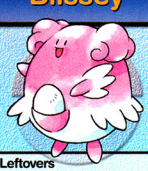
- Psychic
- Lovely Kiss
- Ice Beam
- Substitute

Snorlax

Item: Leftovers

- Body Slam
- Curse
- Earthquake
- Rest

Blissey



Item: Leftovers

- Icy Wind
- Softboiled
- Light Screen
- Heal Bell

Cloyster

Item: Leftovers

- Reflect
- Spikes
- Surf
- Explosion

Sandslash

Item: Leftovers

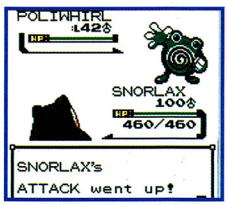
- Earthquake
- Rock Slide
- Swords Dance
- Rest

Misdreavus

Item: Leftovers

- Mean Look
- Protect
- Perish Song
- Thunderbolt

Light Screen halves the power of special attacks for five turns, even if the Pokémon that used it switches out. Reflect does the same thing, but against regular attacks. EN uses those moves to protect his entire team from damage, and lightweight Pokémon like Jynx certainly benefit from the precaution. Of course, once a Trainer sees Iraj use Reflect, he or she can switch to a Pokémon that has a good special attack. Spikes will damage the retreating Pokémon, so no matter what happens, Iraj will manage to hurt the opposing team. Iraj probably uses Spikes before he trots out Reflect or Light Screen.



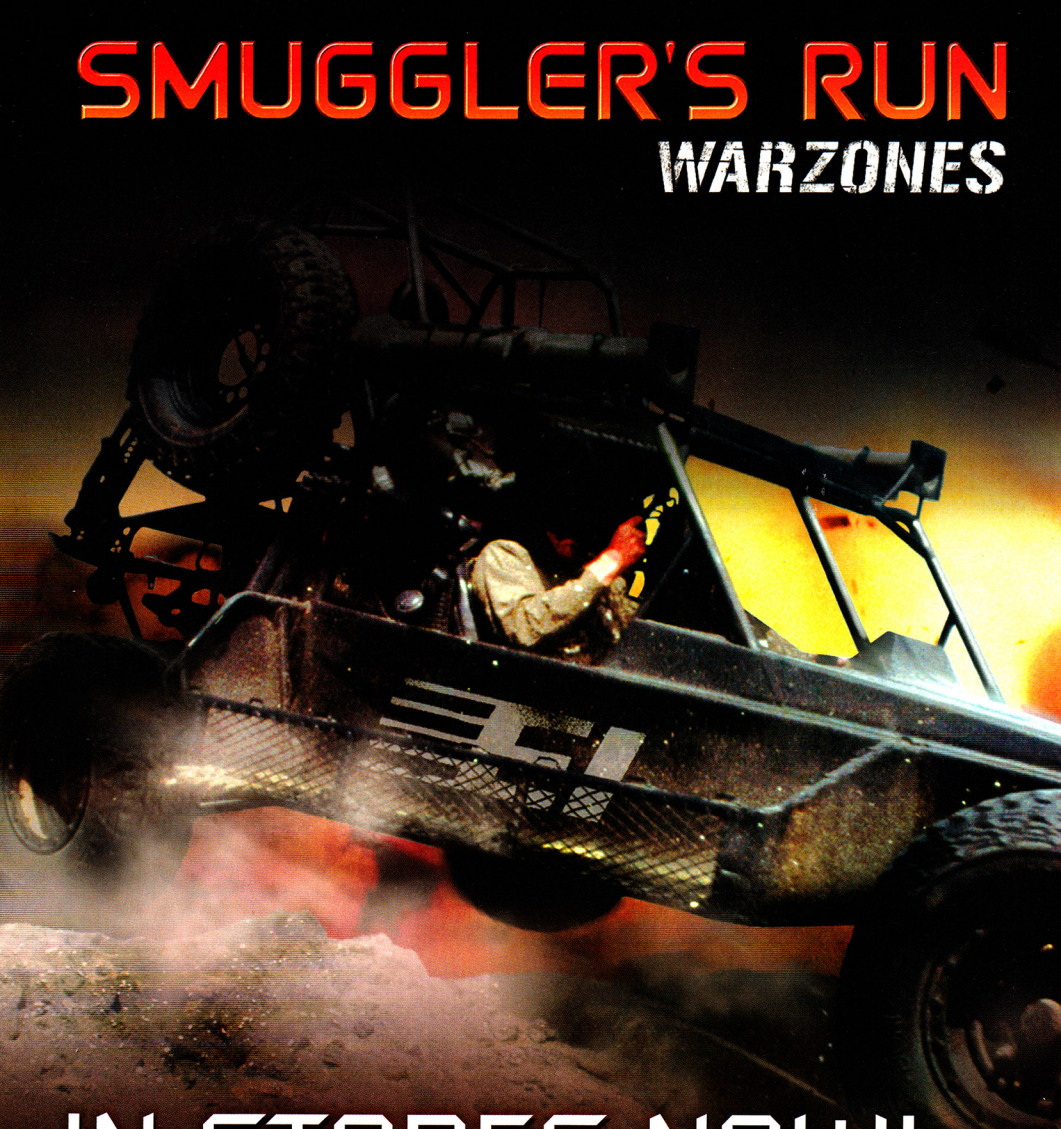
You might have seen a Snorlax like EN's before. It's already pretty slow, so it doesn't really matter that Curse drags its speed down. It's already pretty strong, so the higher defense and attack that Curse also grants make Snorlax a force to be reckoned with, especially when it uses the hard-hitting Body Slam.

Poké Mart

Pokémon 4ever, the fourth movie, will hit theaters October 11, 2002, and 52 new episodes of the Pokémon cartoon will begin airing on the Kids' WB! in September. If you're looking for new Pokémon accessories, clothes or school supplies, look no further than your local Kmart stores. The retail chain is launching an exclusive line of Pokémon gear just in time for the back-to-school season. Lots of cool new Pokémon stuff is happening this fall in addition to the Kmart line.

When you visit your local Kmart store, look for the big sign featuring Ash, Pikachu and Charizard. In the special Pokémon section, you'll find T-shirts, hats, gloves, backpacks and more, and all the designs are exclusive to Kmart stores. You can't find the stuff anywhere else!

SMUGGLER'S RUN
WARZONES



IN STORES NOW!

TEEN T CONTENT RATED BY ESRB

Violence

WWW.ROCKSTARGAMES.COM/SMUGGLERSRUN

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Angel STUDIOS

R★

The ultimate off-road driving adventure is heading for the Nintendo GameCube! With five massive levels, a huge new arsenal of countermeasures and split-screen multiplayer action for up to four players, working for an elite band of smugglers has never been more exciting or more dangerous.

NINTENDO GAMECUBE™

Five incredible international levels - dodge minefields and enemy cross-fire.

Incredible vehicles with reflection mapping and meticulous detail.

Weather conditions affect missions and handling.

4 player splitscreen! Show no mercy, there are no friendships here.

Over 30 varied and daring missions including aerial drops and border chases integrated with an intriguing plot.

Outrun and outwit the law and enemy gangs.

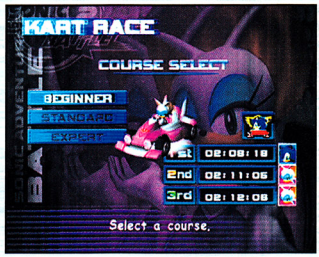
ARENA

ARE YOU GAME?

CHALLENGE

Sonic the hedgehog's specialty is speed, but just how fast are his costars, Tails and Rouge? For this month's challenge, unlock the one-player Kart Race game in Sonic Adventure 2: Battle for GCN by completing either Hero Stage 9 (Route 101) or Dark Stage 10 (Route 280) in Story Mode. Once Kart Race is available, blaze through the Beginner Course as Tails or Rouge. Both characters have identical stats, which are lacking in the speed department, so you'll have to collect 20 rings to fuel your crucial boosts. Since the game registers only first-place finishing times, you must win the race or your record won't appear on the ranking screen. And if you want a chance to see your achievement on the Arena Scoreboard, send us a photo of your fastest Beginner Course time using Tails or Rouge. The top five qualifiers will land in the winner's circle.

BEGINNER KART RACING COURSE



TAILS THE FOX

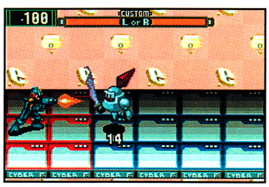
ROUGE THE BAT

SONIC ADVENTURE 2: BATTLE

CAUTION: TWISTED CHALLENGES AHEAD

Can you finish Mega Man Battle Network without using a single Battle Chip?

– ANTHONY ECHOLS, ALBANY, OR



In Super Smash Bros. Melee's Adventure Mode, how long can you keep all three trophies in the air in the Snag Trophies stage?

– CZYRUS TUAZON, MISSISSAUGA, ON

Can you defeat the burrowing snagrets in Pikmin without losing any of your Pikmin?

– TYLER KENNEDY, MOBILE, AL

CONSTRUCTION ZONE

In Acclaim's Legends of Wrestling, you can re-create plenty of fabled feuds between the game's 42 Hall of Famers. With the game's Create Mode, you can also settle other classic rivalries such as Han Solo versus Princess Leia and Rocky Balboa versus Clubber Lang. You can even create the Incredible Hulk and pit him against Hulk Hogan! Try out the following recipes for disaster to create your own celebrity brawl.

RING WARS

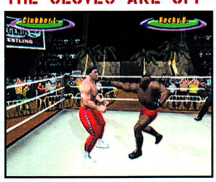
HAN SOLO

Slim down the male character and dress him up with a white Button Up shirt and a black Open Vest from the Sleeveless collection to create a Han Solo lookalike.

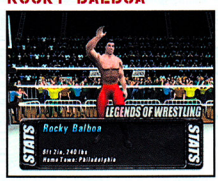
PRINCESS LEIA

For Princess Leia, choose the female character and make her over with Short Hair 1. Dress her up, then grab weapons from under the ring until you find the saberlike stick.

THE GLOVES ARE OFF

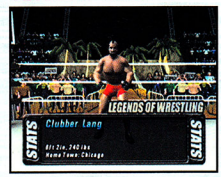


ROCKY BALBOA



Take Sly Stallone out of the boxing ring and into the wrestling ring by modifying your character with black hair and a Stripes 2 Logo to decorate his pants.

CLUBBER LANG



Pity the fools as Mr. T by modifying your character's look with Beard 2 and a Punk 2 do.

HULK VS. HULK

THE HULK

For the Incredible Hulk, pump up the Heavyweight Body Type and modify your wrestler's skin with a splash of green. Add purple pants, then let him battle Hogan to determine who's the better Hulk.

NP SCOREBOARD

PAC-MAN WORLD 2: FASTEST GHOST BAYOU TIME TRIALS (VOLUME 156)

Pokémaniac Draslushee, North Augusta, SC	3:15
Shay O'Neil, Albuquerque, NM	4:46
Simon Laurence, Fayetteville, AR	4:51
Josh Isley, Redding, CA	4:56
Kyle Croghan, Portland, OR	5:12

ENTER THE ARENA

Mail us your Twisted Challenges or send us a photo of your high score for this month's Arena Challenge. E-mail your digital photo or send your picture via snail mail (please write your score on the outside of the envelope). Include your full name and mailing address in your e-mail or on the back of your photo. We'll print the names and scores of the top five qualifiers in a future issue. If we print your score or Twisted Challenge, you'll receive an NP T-shirt. Entries must be received before September 4, 2002.

SEND YOUR ENTRIES AND IDEAS TO:

ARENA @ NINTENDO.COM

NINTENDO POWER ARENA V.159
P.O. BOX 97082
REDMOND, WA 98073-9782

THE NUTS & BOLTS

Arena Challenge Official Contest Rules: No purchase necessary. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter print your name, address, telephone number, "Arena 159" on the back of your photo, and mail the entry to this address: NINTENDO POWER, ARENA V.159, P.O. BOX 97082, REDMOND, WA 98073-9782. Enter as often as you wish. Entries must be received by 9/4/02. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or photos without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. On or about 10/1/02, five (5) top "Challenge" qualifiers will be determined based on the highest score. In the event of a tie, NOA will award additional Nintendo Power T-shirts to all such tied entrants. "Twisted Challenges" winner(s) chosen will be determined based on: (a) creativity of challenge 60% and (b) difficulty of challenge 40%. Number of "Twisted Challenges" winner(s) to be determined by NOA. NOA will attempt to notify winners by mail by 10/15/02. NOA will send the prizes to the winning entrants at the address provided with the entry. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Odds of winning a prize depend on number of eligible entries received and the originality, creativity and interest of a particular entry. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 10/1/02) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Prize: NOA will award one (1) Nintendo Power T-shirt to each of the winning entrants whose entry is selected. Approximate Retail Value of prize package is $10.00. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Contest at any time if causes beyond Sponsor's control affect the administration of the Contest or Sponsor otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are Copyright © 2002 by Nintendo of America. All rights reserved. The sponsor of the Contest is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.

Shop 'til you drop where Pokémon fans from all over the planet converge . . .

Pokémon Center NY

. . . and catch the New York premiere of the next Pokémon movie!

ENTER TO WIN!

GRAND PRIZE

1 WINNER

Zoom to the Pokémon Center in New York, where your Pokémon dreams will come true with a $300 shopping spree, plus a Game Boy Advance Pokémon Center Exclusive Version! Then attend the N.Y. premiere of *Pokémon 4Ever* and be among the first to see the movie in October 2002!

SECOND PRIZE

10 WINNERS

Prove your Pokémon mastery with your own Game Boy Advance Pokémon Center Exclusive Version.

THIRD PRIZE

50 WINNERS

Gear up for your Pokémon battles with a Nintendo Power T-shirt.

Take a virtual tour of Pokémon Center at

www.pokemoncenter.com

YOU CAN'T WIN IF YOU DON'T SEND IT IN!

Official Sweepstakes Rules

NO PURCHASE NECESSARY. PURCHASE WILL NOT IMPROVE ODDS OF WINNING. Only legal U.S. or Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("Sponsor") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, either fill out and mail in the Player's Poll entry form or print your name, address, telephone number and the words "Pokémon Center" on a postcard, and mail the entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 159
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per household. To be eligible to win a prize, entries must be completed and received by Sponsor by 9/1/02 ("Entry Deadline"). Sponsor is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond Sponsor's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 9/15/02, winners will be randomly drawn from all eligible entries received by the Entry Deadline. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. Sponsor will attempt to notify winners by mail by 10/15/02. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to Sponsor's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on total number of eligible entries received. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that Sponsor may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 9/15/02) a list of winners, send your request to the address above. VT residents may omit return postage. Grand Prize: One (1) Grand Prize winner will receive a 4 day/3 night trip for two (2) to New York City (trip includes coach airfare, hotel accommodations, one trip transportation and some meals), 2 tickets to the *Pokémon 4Ever* New York premiere, Game Boy Advance Pokémon Center Exclusive Version and a $300 shopping spree at the Pokémon Center. Approximate Retail Value (ARV) of Grand prize package is $3,800.00. Actual dates of trip to be determined by Sponsor. If winner is under 18 years of age, winner must be accompanied by parent or guardian. Second Prizes: 10 Second Prize winners will each receive a Game Boy Advance Pokémon Center Exclusive Version, ARV: $69.95. Third Prizes: Fifty (50) Third Prize winners will each receive a Nintendo Power T-shirt, ARV: $10.00. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Affidavit not returned within 45 days to Sponsor after notification, will result in prize forfeiture. Airline and hotel accommodations will be selected by Sponsor at its sole discretion. Dates of travel are subject to availability dependent upon the date of the *Pokémon 4Ever* premiere. Guest of winner must be at least 18 years of age prior to winner's taking the Trip unless winner is the parent or legal guardian of the guest. Except as expressly specified, winner is responsible for ground transportation to and from the departure airport and all other expenses that winner or winner's guest incurs in connection with the Trip, including but not limited to, all applicable passport, visa, and entry/exit fees. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, Pokémon Center, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES SUFFERED BY YOU. Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Sweepstakes at any time if causes beyond Sponsor's control affect the administration of the Sweepstakes or Sponsor otherwise becomes (in its sole discretion) incapable of running the Sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Sweepstakes and all accompanying materials are Copyright © 2002 by Nintendo of America Inc. All rights reserved.

TOP GUN™

COMBAT ZONES

RIDE INTO THE DANGER ZONE WITH THE FIRST ARCADE FLIGHT SIMULATOR FOR THE NINTENDO GAMECUBE, TITUS'S TOP GUN: COMBAT ZONES. FEATURING AUTHENTIC U.S. MILITARY FIGHTERS, REAL-WORLD LOCATIONS AND OVER 30 MISSIONS, TOP GUN IS SURE TO KEEP YOU FEELING THE G'S FOR A LONG TIME TO COME!

EVERYONE E Violence
CONTENT RATED BY ESRB

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TOP FUN

You begin the game with only one fighter at your disposal: the F-14 Tomcat. As you take out bogies and save the day, you'll earn medals that let you access new and more powerful types of planes. Some of the medal requirements are extremely challenging, so get your thumbs ready to rock and roll.

EARNING MEDALS

You'll earn points in four areas: First Blood, Damage Avoidance, Cannon Accuracy and Time Remaining. If either the Damage or Cannon rating is at 100%, your points in that category will be doubled.

DIFFERENT TYPES OF JETS

Some jets, such as the Hornet and the Raptor, are unlocked automatically when you complete a certain number of missions. You must purchase the rest of the air force—including the Harrier and a helicopter—with your gold medal winnings.

WEAPONRY

Every plane comes equipped with a front-mounted cannon and four different types of ordnance: air-to-air missiles, air-to-ground missiles, rockets and bombs. Knowing when to use each weapon is essential to your success.

AIR-TO-AIR MISSILES (A2A)

Air-to-air missiles are the weapon of choice for eliminating enemy aircraft. Find a target and keep it in your sights until the missile locks on (you'll see a red square around the enemy), then fire it and forget it.

AIR-TO-GROUND MISSILES (A2G)

Air-to-ground missiles lock on to targets just like A2As, but they can strike only ground forces—such as tanks and gunboats—or AAA guns.

ROCKETS

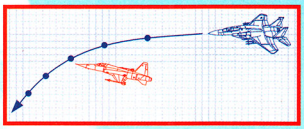
Rockets cannot lock on to a target, which means you must be facing your prey when you launch the weapon. On the plus side, you can use rockets against any type of target—including buildings.

BOMBS

Bombs are useful in more ways than one. Besides having the ability to destroy entire enemy complexes in one shot, the bombs' targeting reticule appears underneath your plane—giving you a helpful bird's-eye view of the action.

RUN AND GUN: LEAD PURSUIT

You can also use the cannon to take out enemies. It can be difficult to hit a moving target with a cannon, so remember the rule of lead pursuit: Always aim where the enemy fighter is going to be, not where it is. Try to aim about an inch or so in front of the bogie. Use the picture to the left to see how the cannon's bullets arc.



MANEUVERING

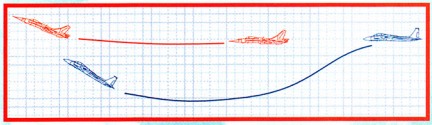
The jet fighter is the most nimble, accurate piece of weaponry ever created, and a good pilot must use that maneuverability to his or her advantage. A few important tricks will help you live to fly another day.

AFTERBURNER ACTION

STICK AND MOVE, STICK AND MOVE

Afterburners give your jet a speed boost—which is essential for attacking ground targets. Fly at a normal speed until the target is in range, then fire your weapons. As soon as you've done so, hit the afterburners and head for the sky to avoid a counterattack.

GRAVITY IS YOUR FRIEND



If you need to catch an enemy who's some distance away, get to a high altitude and then drop down. Gravity will pull on the aircraft and increase your speed past what you could get with engines alone. Once you're close to the enemy, pull up and hit the afterburners.

ADMIRE THE FLIER WHO AVOIDS ENEMY FIRE

JINK

Enemy missiles also have lock-on capabilities. If you see a red INCOMING message at the bottom of the screen, a missile is on its way. Double-tap the Z Button to jink your wings up and down and confuse the incoming weapon.

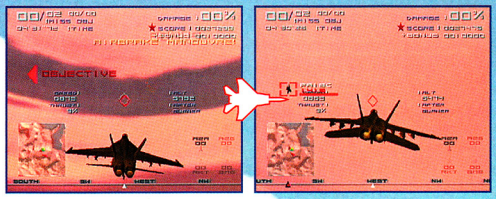
HALF ROLL

If the jink doesn't work, try a half roll. Press and hold the Z Button and move the Control Stick right or left to turn the plane on its side. You can also use the half roll to navigate narrow canyons.

BARREL ROLL

The next two evasive maneuvers—the barrel roll and air brake—are much easier on the Expert setting. To pull off a barrel roll, hold L and R (the flaps) and press Right and Left on the Control Stick.

AIR BRAKE



If an enemy is on your tail (or "at your six," in pilot lingo), hit the air brakes to send the fighter zipping past you. To activate the air brakes, simply hold L and R and then press Up and Down on the Control Stick.

ERA 1: ACADEMY

Learn the air combat ropes at the Top Gun Academy. Oddly enough, the Academy medal requirements are some of the most difficult in the game.

ACADEMY 1

Shoot down 30 balloons in a narrow canyon. To earn a perfect cannon score, use only one shot on each balloon. You can shoot them in any order you wish.

ACADEMY 2

Eliminate 10 tanks using rockets and guns. Maintain a high altitude so the tanks can't fire back. You are also armed with A2G missiles, but using them will lower your score.

ACADEMY 3

Your first taste of air-to-air combat! It's five on one, so don't spend too much time on one jet or the others will get at your six. Use A2A missiles to take out the planes.

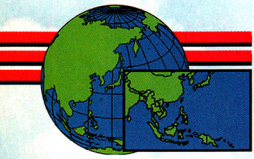
ACADEMY 4

The final mission pits you against two instructors. You can use only the cannon, so track them down and remember to lead your shots. Use the small red arrows at the bottom of the screen to find the jets.

ACADEMY 5

Mission 4 is a multifaceted affair. First, use your A2G missiles to take out 10 AAA guns. You don't have to eliminate them to finish the mission, but it makes it much easier.

After the AAA guns are gone, start bombing the chemical plants. The plants consist of four buildings clustered together—drop a bomb in the middle to wipe them all out. Once you run out of bombs, switch to rockets.



ERA 1: SOUTHEAST ASIA

There's trouble brewing in the jungle, and only the power of the F-14 can save your allies. Use the skills you acquired in flight school to eliminate the threats.

MISSION 1

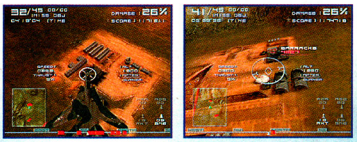
GUN FOR THE GOLD

Arm your rockets and use the targeting reticule to locate the enemy helicopters. The hueys won't move, so take them out with your cannon. If helicopters start to fire back, use rockets to eliminate the threat. Try to shoot them down from a distance.

THE FLYING FORTRESS

Groups of bombers will swoop in after you dispatch the hueys. Take them out from the front or side (they have rear guns) using A2A missiles. It may take more than one.

BUILDING CODE VIOLATIONS



Finally, use your bombs to destroy the remaining buildings. There may still be a helicopter or two in the area, so be on alert. If you run out of bombs, switch to rockets.

MISSION 2

GUNBOAT GUNNIN'

Gunboats can cut you to ribbons in a heartbeat. Use your A2G missiles to take out the floating baddies from a high altitude. If you're looking for a gold medal, you may have to use the cannon.

WHIRLYBIRD WHUPPIN'

You must eliminate helicopters and buildings in the second stage. Find the hueys on your radar and attack from behind to catch them unawares. Once you've shot them down (the cannon works well), flatten the buildings. If you can't find the helicopters, switch to rockets and cycle through the targets.

MISSION 3

CUT A SWATH OF DESTRUCTION

As soon as the mission starts, hit your brakes and fly low to the ground. Take out AAA guns with your cannon until the first gunship appears in your sights, then hit the afterburners and fly up and out of range. Circle back around and eliminate the gunboats with A2G missiles, then clean up any AAA guns you might have missed. When the tanks appear, take them out with A2G missiles and bombs—or rockets if you must. Use cannons to wreck the four bridges.

MISSION 4

GOOSE! GOOSE! BOGIE ON MY TAIL!

Your first dogfight is a doozy—20 MIGs try their best to take you down. Your only weapons are the cannon and 20 A2A missiles, so make every shot count. You'll often get missiles on your tail, but they can be avoided with a jink or half roll. Don't worry about tracking down enemies in the beginning—just swoop through the sky and take out jets as they come into your line of fire. You'll need to shoot at least a couple of planes with the cannon to earn a gold star.

MISSION 5

FLIGHT OF THE INTRUDER

Fly low to the ground to eliminate the AAA guns. If you move north to south, you can hit them all in one pass. Loop around and head back if you miss any guns and try to focus on one camp at a time.

BUNKER BUSTERS

As the prisoners are being evacuated, eliminate the remaining bunkers with your cannons. Once the helicopters take off, pound the camps back to the Stone Age by dropping one bomb in the middle of each one.

MISSION 6

GUNBOAT GOING DOWN

Use A2G missiles to sink the gunboats, then fly up and down the river, eliminating AAA guns with your cannons. Stay away from the construction equipment—clipping even a single wire can cause you to crash.

PUT OUT THE UNWELCOME MAT

Once you clear the first stage, enemy hueys will appear and circle the prison camps. Take them out with A2A missiles, then clear the camps of enemy guardhouses. You must rout the enemy from three camps to complete the mission.

ERA 2: ACADEMY

Back to school for you! Even the best pilots need a tune-up now and then, so head to Top Gun Academy and test your reflexes.

ACADEMY 6

Take on 10 planes in a battle royal. You'll need to jink and roll often to survive. You'll have enough A2A missiles to take out the jets, but use cannons if you want a medal.

ACADEMY 7

Twenty jets are on your tail! Don't worry about eliminating every single plane—concentrate on surviving the time limit and then shoot down planes when the opportunity arises.

ACADEMY 8

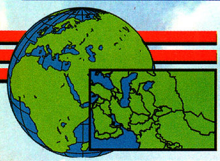
The canyon is tight, so fly slowly. Make one pass through the canyon and take out helicopters with your A2A missiles, then make another pass to eliminate the AAA guns. Watch for guns hidden near the dam.

ACADEMY 9

Defend a building from enemy tanks. Use your radar to find which units are closest to the building and attack those first, then work your way out. You must eliminate two waves of foes.

ACADEMY 10

You're fighting two instructors, and all you have are cannons. Drop into the canyon to shake your pursuers, then hit the afterburners, pop up and let them have it.



ERA 2: THE GULF STATES

You have another plane at your disposal for Era 2—the Hornet. It's fast, maneuverable and the perfect vehicle for the next string of dangerous missions.

MISSION 1

HOT TIME IN THE CITY

Your first priority—despite what the commander tells you—should be to take down the eight helicopters. Once you've done that, fly low through the city and blast the AAA guns to dust.

WATCH FOR COLLATERAL DAMAGE

After the guns and copters are no more, use bombs and rockets on the remaining forces. AAA guns can't shoot low to the ground, so you'll be safe as long as you hug terra firma.

MISSION 2

ARE YOU A SCUD STUD?

Spend a minute taking out as many MIGs as you can, then use rocket targeting to find the SCUD trucks. The trucks are large targets—perfect fodder for raising your Cannon Accuracy score.

BUILDING BOMBING

Once you've scuttled the SCUDs, make two passes over the enemy structures and bomb everything in sight. Turn around and make a third pass to clean up anything that survived the initial runs.

MISSION 3

ZILS ARE PILLS

Take out the AAA guns while you're waiting for the Zil trucks to arrive. Don't fly too high or you'll end the mission. The bar on the right-hand side of the screen will warn you if you're too high up.

YOU'RE THE BOMB

As soon as the two Zil trucks are in place, unleash your bombs on the buildings. Hueys will attempt to guard the bio weapon factories, so have your A2A missiles at the ready.

MISSION 4

THERE WAS NO JOY IN SCUDVILLE

Multiple SCUD trucks are hiding inside the city, and you must blast them all. Try to stay within the city limits—otherwise you'll have to deal with the tanks at the city perimeter. Fly one pass over the city, then make a tight circle and head back the other way, firing as you go.

YOU'LL NEVER TAKE ME ALIVE, CHOPPER!

Two different helicopter units will arrive as you're fighting the SCUDs. Use A2A missiles on the choppers as soon as they arrive, then return to the SCUDs.

I CAN SEE MY HOUSE FROM HERE

Finally, you must destroy three ground targets. Get as high up as you can before dropping your bombs. You may have to descend through cloud cover to see the targets.

MISSION 5

REFINED TASTES

Your first defensive mission is a tricky one. You must strike a balance between defending your own hide and saving the allied oil refineries. As soon as the mission starts, eliminate AAA guns with cannons only. As the enemy trucks draw close to the buildings, turn your attention to them. Use A2G missiles on the approaching foes, then return to the AAA guns as needed. Watch for MIGs flying in from the south.

FLY, FLY AWAY

You've unleashed enough firepower to start your own arms trading business, but the battle is far from over. You must still complete four more missions in the arid desert before moving on to the final era—a number of trying battles fought in the frozen arctic north. You'll need gold stars all around to earn the biggest and best planes, but once you earn a jet it can be used anywhere—so feel free to take a better plane through the initial stages. Good luck! We're all counting on you.

Meet Experiment 626, also known as Stitch. An alien engineered to create chaos, Stitch does what comes naturally in a new Game Boy Advance title from Disney Interactive.

Disney's Lilo & Stitch

© 2002 Disney

EVERYONE E CONTENT RATED BY ESRB — Mild Violence

Disney INTERACTIVE

Aloha, Alien

Just by taking in an odd new pet, a Hawaiian girl named Lilo nearly causes an intergalactic incident. Her pet may be a fugitive from an alien planet, but he's also a true friend to Lilo when she's threatened by the evil Dr. Pestus.

Souvenirs from the Island

Most of the items in Lilo & Stitch are power-ups, like extra lives, but occasionally you'll find pictures. After you're done playing, you can go to the Pictures menu to view them. You can also view the movies you collect after completing levels.

Level 1 - A Stitch in Time

Take control of Stitch as he sets off to rescue his pal, Lilo. You won't be able to take a lot of damage as you blast your way to the finish, so proceed with caution. Duck behind boxes and hills whenever possible.

Ducking in a Pinch

About halfway through the level, you'll face a giant claw attached to a crane. Stand on the left side of the screen to lure the claw to you then race back to the right side of the screen to attack the crane operator. If you get caught under the claw, duck to avoid taking damage.

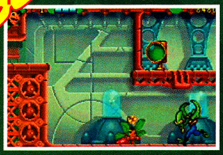
Not Your Matey

The pirate boss at the end of the level will come after you with his telescoping arm and his blazing fire attacks. Defense is more important than offense in the battle. Jump to avoid the fire attacks, then toss grenades at the boss when the ground is safe. When you run out of grenades, use your guns.

Level 2 - Lilo Lays Low

The fierce combat with Stitch in the first level gives way to thoughtful exploration with Lilo in the second. Stealth is critical as you navigate a maze of door switches, tunnels and teleportation pads in an alien ship. Keep your eyes peeled for guards—if they catch you, you'll have to start over.

Camouflaged Kid



Press the L Button to hide behind some foliage that you've conveniently packed for the trip. You'll need to hide to avoid guards who patrol back and forth in the halls. Sneak up behind them, hide, then let them pass by you.

Tippy Toes

Press and hold R, then press Right or Left on the Control Pad to tiptoe past sleeping guards. Remember to hold R after you've passed the guard, or he'll wake up.

Map Key

- HEALTH
- EXTRA LIFE
- PINEAPPLE GRENADE
- PICTURE FRAME
- WEAPON UPGRADE

Level 3 - Space Spirals

The game play shifts to 3-D on the third level, as you pilot a spaceship through wave after wave of meteors and marauding enemies. Press Right or Left on the Control Pad to make your ship turn barrel rolls. You can shoot at enemies, but it is just as easy to avoid them.

Health Care on the Fly

Keep an eye out for triangular power-ups as you blast oncoming targets. They'll repair your ship if you have a few accidental collisions during your flight. You can also pick up extra ship power-ups.

Level 4 - Unfriendly Skies

You'll survive the crash landing on an asteroid, but your luck may run out when you bump into the big rock's hostile inhabitants. They are aerial attackers this time around, so you'll need to learn how to shoot diagonally with your four guns. Try to knock down the flying fiends before they are close enough to bomb you.

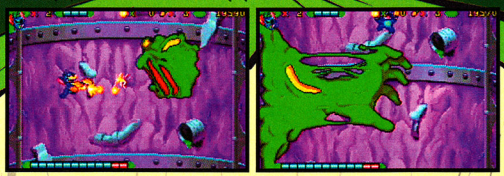
Crab Walk

Hop into the crablike tank (it looks like a big red button initially) at the beginning of the level to increase your armor and firepower. Your agility and aim will suffer, but the added shielding will give you time to find your targets.

Barreling Ahead

You'll need to jump off strategically placed barrels to grab items on shelves, but the barrels won't last long in the cross fire. Move quickly to reach the barrels before they turn into splinters.

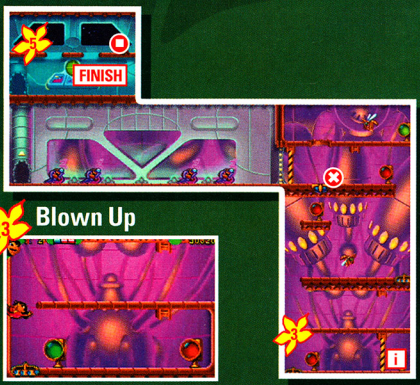
Dropping and Dripping NP



The boss at the end of the level is a living pile of goo that will harass you as you fall deeper and deeper into a pit. Avoid chunks of the boss as they whiz by you, then ready your guns for the blob's face and hand attacks. Stay near the top of the screen when the slimy hand appears.

Level 5 - Emancipation Destinations

You'll be back to your stealthy ways in the sixth level, as Lilo continues her exploration of the alien ship. Sneak through the heavily guarded corridors until you reach the control panel in the ship's bridge. You'll find many helpful prisoners to release along the way, and you'll totally flip when you see what the switches on the floor do.



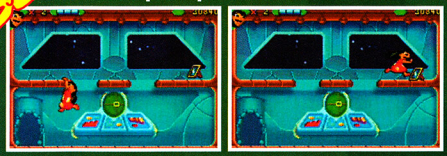
Wall Crawler

To reverse the ship's gravitational pull, press B while standing next to the large switches on the floor—or ceiling, as the case may be. You'll be able to reach many of the door switches only while you're on the ceiling.

Blown Up

Certain switches will activate powerful fans on the floor temporarily. If you stand on the fans, they will lift you into the air. Move yourself out of a fan's airflow to fall back to the ground.

Don't Jump Ship Yet



When you reach the last room in the ship, be careful not to touch the center of the control panel on the room's lower level before you grab the picture on the upper level. Jump up to the ledge on the left side of the screen—otherwise, you'll end the level prematurely.

Level 6 - Hot Pursuit

Stitch will hop back into the spaceship for the second leg of his rescue mission. The hazards are essentially the same as in the first space mission, but you'll have less room to maneuver safely during the flight.

Narrow Passage

Enemies will approach you in formations that require you to navigate through their ranks carefully. As the squadrons pinwheel around the screen, gently tap the Control Pad to avoid contact with enemy ships.

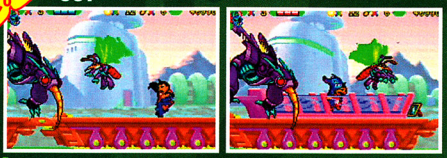
Level 7 - Reunited

Stitch reaches Lilo just in the nick of time—to get into trouble himself. You'll have your many hands full fighting off Dr. Pestus's minions before you join up with Lilo for the climactic showdown. A spiffy new vehicle will help to make the final fight fun.

Under Cover

Stitch will be on his own—running over the top of a train and gunning for an assortment of flying enemies—in the first stage of the last level. Jump into the gaps between train cars then fire straight up to take out airborne pests.

Piggyback Ride



After you are reunited with Lilo, the first order of business will be to run like the wind from Dr. Pestus. Press B to switch who carries whom. Stitch is the faster runner, but he'll drown if you make him run through water. Have Lilo carry Stitch when you reach the wet stuff.

Pod Racing

Lilo will pilot a powerful pod while Stitch mans the big gun on the back. When you move the gun, you'll also change the direction of the pod. Try to aim the gun diagonally to shoot down the pesky Mechitos Warriors before they begin their diagonal attacks.

Give Pestus a Rest

To avoid Dr. Pestus's ramming attacks, double-tap the A Button to flip you car onto the top of the screen. During his aerial bombing runs, time your backward jumps so you'll avoid the last bomb he drops before he exits the screen. Of course, you should also blast him whenever you get a chance.

Return to Paradise

You'll probably need to play Lilo & Stitch a few times to collect all of the pictures hidden throughout the levels. You can also try to improve your score by hitting all of the enemies in the space flight levels. You should be able to beat the game with no continues before you say your final aloha to the Game Pak.

Mega Man.EXE and his pal Lan are back...

MEGAMAN BATTLE NETWORK 2™

This time, there's a new net crime organization in town and its computer hacking has created a computer virus that's quickly gaining momentum. Join Mega Man.EXE, Lan and their Net-battling friends to win this cyber battle of

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EVERYONE E CONTENT RATED BY ESRB — Comic Mischief

GAME BOY ADVANCE

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LOOK WHAT'S MAKING A SPLASH THIS MONTH!

TITLE WAVE

NAMCO MUSEUM
GT ADVANCE 2: RALLY RACING
LEGO SOCCER MANIA
MAT HOFFMAN'S PRO BMX 2
MEDAL OF HONOR: UNDERGROUND
NICKTOONS RACING
PUNCH KING
STONE MONKEY
URBAN YETI!

EVERYONE
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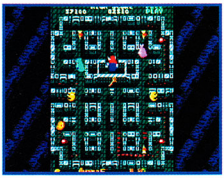
CONTENT RATED BY ESRB
Violence

NAMCO MUSEUM

Catch up on the classics with Namco's roundup of retro faves. Stocked with 12 old-school hits—including Pac-Man, Ms. Pac-Man, Galaga, Pole Position and Dig Dug—Namco Museum puts a new spin on things with updated Arrangement versions of some of the greatest hits.



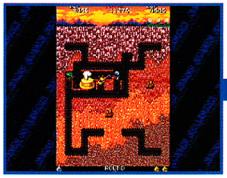
While the originals are included, the Arrangement versions spice up the classic action with new twists, such as Pac-Man Arrangement's Warp Gates and Pac-Dash Arrows.

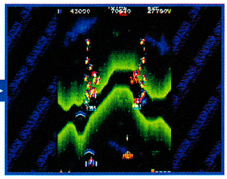
In Galaga Arrangement, you can boost your blasts by recapturing your ship from a Boss Galaga. If you recover a ship, you'll earn enhanced firepower, such as Ricochet Shots.

Dig Dug Arrangement adds boss battles, puzzle setups and new enemies to the excavation action. Some of the new villains explode when pumped up, so keep your distance.

POWER PLAY

For a secret bonus in Galaga Arrangement, refrain from shooting in the Challenge Stage. You'll win the Audience Bonus for not blasting any aliens.

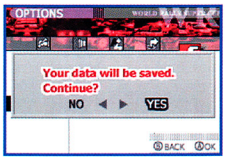




Two players can take turns playing any of Namco Museum's games. Multiplayer fun is even cooler in the Arrangement variations, since the new versions of Pac-Man, Dig Dug and Galaga allow two people to play simultaneously. You can gobble dots, burrow underground and blast aliens cooperatively or competitively.

GT ADVANCE 2: RALLY RACING

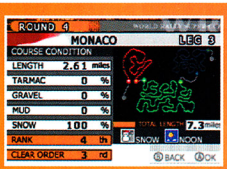
The sequel to THQ's GT Advance shifts into rally racing territory. The international competition boasts 15 cars from Suzuki, Subaru, Toyota, Nissan, Mazda and Mitsubishi and you can tweak each vehicle's settings. With varied weather and road conditions, you'll need the tune-up.



The original GT Advance was a well-oiled machine, but the password-based game sorely needed a save feature. In this year's model, you can save in the Options menu.

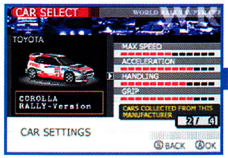
The rugged terrain features hills, so it can be tough to see upcoming turns. Listen to the navigator's warnings and watch for the signs so you can steer appropriately.

GT Advance 2 allows two drivers to hook up using the Multi-Pak Game Link function. The game features a two-player Co-Driver Mode and multiplayer competition.



POWER PLAY

Before competing, check the road conditions. The game features four surface types, and you'll need to put on the proper tires to get the traction required to win the race.



You can get behind the wheel of authentic rally cars, but only a handful of them will be available at the get-go. To unlock additional cars, you must win races. Tune up your ride so it's in tip-top shape for the racing conditions by adjusting your car's tires, speed, acceleration, handling and grip.

LEGO SOCCER MANIA

Get your kicks with toy building bricks in EA's LEGO Soccer Mania. The nifty soccer game stars teams of LEGO people, and you can mix and match the various characters to build the ultimate team to take on LEGO villains, the Brickster and his team of Bricksterbots.

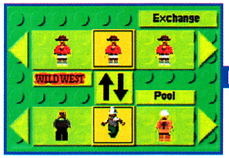
In Quest Mode, you'll have to win over 20 matches to earn the trophy. Along the way, the Brickster swipes the cup, so you must travel the land and compete against locals to win the items you'll need to catch up with the bad guy.

Matches last six minutes, so make every second count. As soon as the whistle blows, go for the ball.

POWER PLAY

If you're close to the goal, you'll have a hard time getting one past the goalie. You'll have an easier time catching the goalie off guard if you launch a full-power kick from midfield.

Use fun power-ups to boost your size, speed and more. They come in handy in tight situations.



As you win matches in Quest Mode, you'll be able to swap players and recruit new characters you've met, including pirates, astronauts and Martians. You start with a team of four. Eventually, it will grow to six.

EVERYONE
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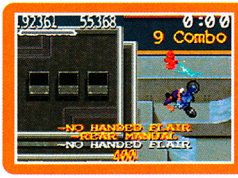
CONTENT RATED BY ESRB

MAT HOFFMAN'S PRO BMX 2

The Condor soars again as Activision wheels out another tricked-out stunt cycling game starring Mat Hoffman. The game features over 10 riders and a bevy of cool tricks to bust out on the vert ramps, funboxes and half-pipes. The sessions are objective based, so you'll have to pull off mad tricks while completing a checklist of tasks if you want to be the freestyle pro.



POWER PLAY

Your stunt sessions are timed, but your ride won't end if the clock runs out while you're in the middle of a combo. The session will end when your combo ends, so drag it out for as long as possible to milk extra time and points.

Master slow-speed turnarounds and power slides so you can navigate the courses efficiently. Your session begins in various spots, so choose End Run and start over if you want to start in a better place.

The game's main mode is the cross-country Road Trip. Every level features objectives ranked by difficulty. Complete multiple objectives in a single run to save time.

The key to maintaining a combo from ramp to ramp is to use a manual or grind on your way to your next destination. Manuals and grinds will help you string together mondo combos.

Two players can take turns competing for points or playing Horse in Multiplayer Mode. Two players can also use the Multi-Pak Game Link function to play Bomb Attack and other psycho cycling games.

TEEN
T
Violence
CONTENT RATED BY ESRB

MEDAL OF HONOR: UNDERGROUND

In the GBA version of the World War II adventure, Destination Software takes you underground to fight for the French Resistance. Enemies lurk around every corner of the first-person shooter, so you must use stealth as well as rifles, pistols and Molotov cocktails to evade capture. The Doom-style thriller features a multiplayer mode, too, so two players can fire it up.

POWER PLAY

Medal of Honor features an auto aim feature that targets nearby enemies instantly. If your crosshairs lock on to something, fire away. The feature enables you to set your sights on enemies before they're even aware of you.

Your ammo supply is limited, so load up on the weapons dropped by defeated enemies. You'll reload automatically when you run out of ammo, but you should reload manually when the coast is clear.

Keep track of the first-aid kit locations. You can always backtrack to them for a quick pick-me-up when you're wounded. You can also use the canteens left behind by some soldiers to boost your health.

Not a simple run-and-gun game, Medal of Honor: Underground is an objective-based shooter. Every level gives you a list of tasks to carry out, such as collecting records, planting bombs or going undercover to infiltrate enemy territory. If you lose track of what your goals are, pause the game to view your list of objectives.

NICKTOONS RACING

Stimpy, CatDog, SpongeBob SquarePants, Tommy Pickles, Eliza Thornberry and eight other Nickelodeon stars hit the road in a kooky kart racer from Infogrames. Players cruise through 12 tracks inspired by the Nicktoons, and up to four players can compete on them.

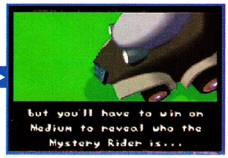
Steer into the jacks to fill up your boost meter. When your meter has some juice, hit R to hop then immediately push Up on the Control Pad to kick your kart into overdrive.

If you swerve into a dead end, press and hold B while steering to back up. You can't hop out of the jam.

POWER PLAY

As the announcer counts down to the start of the race, listen for the short pause between "1" and "Go!" If you hit A during that brief gap, you'll blaze ahead with a high-octane turbo start.

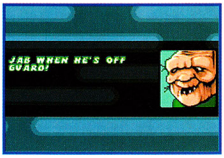
Press and hold L to drag certain power-ups behind you so you can snag a new one.



Characters from "The Angry Beavers," "Hey Arnold!" and "Aaahh!!! Real Monsters" hop into the driver's seat. The game also features the Mystery Rider. To unlock him, work your way to the end of the Medium circuit.

PUNCH KING

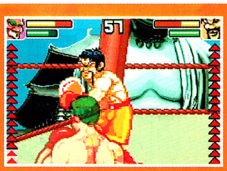
Boxing fans who just can't get enough of the sweet science should take a swing at Punch King. You can choose from three different modes: Arcade Mode, Vs. Mode and Survival Mode. The boxing mechanics in each mode remain constant, but the choices available to you are quite different. Your fighter is transparent, which allows you to see what your opponent is up to at all times.



Arcade Mode is story-driven and features a hoary old-timer in the role of your coach who dispenses encouragement, advice and, less often, praise.

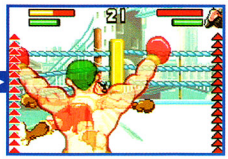
Vs. Mode allows you to choose a player to battle and lets you modify some of the game rules, such as the time limit.

Survival Mode is a string of tough battles, and you fight to see how many opponents you can best. After you lose, you'll get a rating based on your number of victories.



POWER PLAY

Watch your enemy for signs that he's about to launch an attack, like a glowing glove or eye, or a strange pose or motion. Counter the move with a punch the second you see the sign, or get out of the way.



The top red-and-yellow meter measures your health. The green meter shows the amount of power you have. The row of triangles is slightly different. Every time you land a punch, the meter will rise. When the meter is full, you can ignore your green power meter and punch away madly, which can lead to a K.O.

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

STONE MONKEY

Named for adventurers who love to climb with their bare hands and without safety harnesses or ropes, Stone Monkey takes mountain climbing to new, extreme heights. Players must free-fall to find climbable surfaces while animals and rival climbers try their best to knock them down.

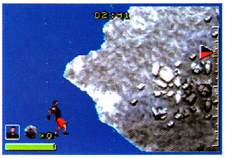
Before the race to the summit starts, press and hold Select to view the map and plot your course.

You can cling to rocky surfaces. If you can't find the right path, watch where your opponents go.

Power-ups are perched on ledges, but mountain goats and other beasts often guard them.

POWER PLAY

By using the yellow power-up, you'll be able to climb sheets of ice. The frozen routes are often shortcuts, and the detours can help you break away from the pack.



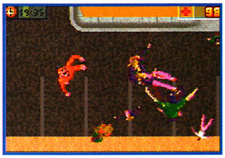
Rapidly tap A to save yourself from a fall. If you hit A as you pass by a handhold, you'll get a grip.

Every mountain features five courses. If you place first in every race, you'll move on to a solo climb. The ascent is timed, and at the top you'll find a cool sight to photograph. The images will appear in the game's Photo Album.

TEEN
T
CONTENT RATED BY ESRB
Comic Mischief
Mild Violence

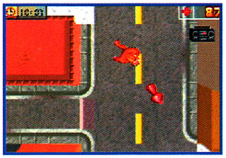
URBAN YETI!

Whether you call it bigfoot, the abominable snowman or Sasquatch, the yeti is an oddity. Quite fittingly, Telegames presents an oddball yeti adventure that's as strange and freaky as games get—you play as a yeti who must, among other things, surf the sewers to woo a mate.



As bigfoot in the big city, you must navigate busy streets. Tap L to knock over folks with your scream.

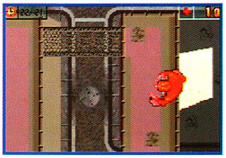
The yeti yell drains your health. When wounded, hit a dumpster to uncover a refreshing hot dog.



You must roam the streets in search of your next objective. The red arrow points the way.

POWER PLAY

To win the Yeti Discuss matches, you must whack your rivals so all of them are floored at the same time. Shoot through the middle of the rink for an easy knockdown.



The city features three tiers—street level, rooftops and underground. Use ramps to access them.

Run behind a car and press L to hitch a ride. It's a quick and safe way to travel through traffic.

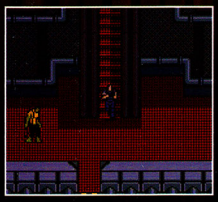
Eventually, you'll stumble upon minigames. In one of them, you'll be a waiter in a frantically busy diner.

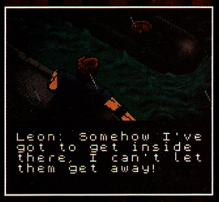
RESIDENT EVIL®

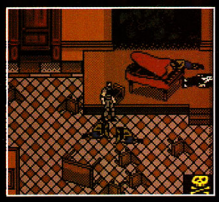
GAIDEN

THERE IS NO ESCAPE.

SURVIVAL IS YOUR ONLY OPTION.







Experience the action, the intrigue and the fight of your life in this brand new chapter of Resident Evil. Hosts of deadly zombies, countless traps and lurking horrors: will their discovery take you closer to the source of the Resident Evil or lessen your chances of survival?

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Kirby Comes to Cappy Town, Part 2

Kirby

RIGHT BACK AT YA!

THE NEW KIRBY TV SHOW WILL DEBUT ON FOX NETWORK'S NEW FOX SATURDAY MORNINGS STARTING SEPTEMBER 14. CHECK IT OUT!

TWO NEW ARRIVALS HAVE THE PEOPLE OF CAPPY TOWN IN A TIZZY. ONE IS A GIANT OCTOPUS MONSTER, AND THE OTHER IS A LITTLE PINK WARRIOR. SOME PEOPLE THINK THE TWO NEW VISITORS ARE ONE AND THE SAME, BUT TWO KIDS, TIFF AND TUFF, KNOW THAT THE PUFFY PINK VISITOR, KIRBY, WOULD NEVER DO BAD THINGS. THE KIDS ARE TRYING TO HIDE KIRBY FROM META KNIGHT AND KING DEDEDE, AND EVERYONE WANTS TO FIND AND STOP THE MONSTER!

Who's Who Guide

Kirby

KIRBY, A WARPSTAR KNIGHT IN TRAINING, CRASH-LANDS ON THE PLANET POPSTAR AND ACCIDENTALLY ENDS UP AS THE PINK PROTECTOR OF THE VILLAGERS. HIS MOST AMAZING ABILITY IS TO INHALE HIS ENEMIES' POWERS AND GIVE THEM A TASTE OF THEIR OWN MEDICINE.

Tiff

TIFF IS TOUGH AND NOT AFRAID TO STAND HER GROUND. SHE IS THE DAUGHTER OF SIR EBRUM AND LADY LIKE AND KIRBY'S BIGGEST SUPPORTER.

Tuff

MISCHIEVOUS LITTLE BRO TUFF IS ALWAYS READY FOR AN ADVENTURE WITH HIS SISTER, TIFF, AND HIS NEW PAL, KIRBY.

King Dedede

THE RULER OF DREAM LAND IS A SELFISH, LOUD GLUTTON WITH AN AFFINITY FOR CHAOS AND AN AVERSION TO KIRBY.

Escargoon

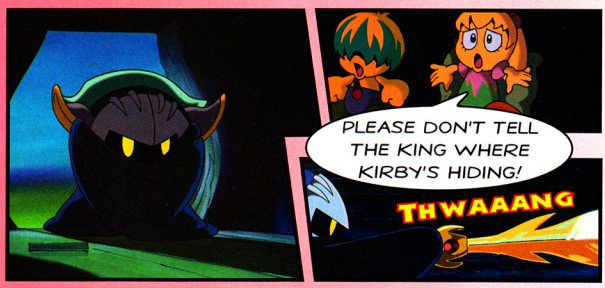
KING DEDEDE'S SLIMY HENCHMAN TRIES TO MAKE HIS REGENT'S PLANS WORK, BUT HE RARELY SUCCEEDS.

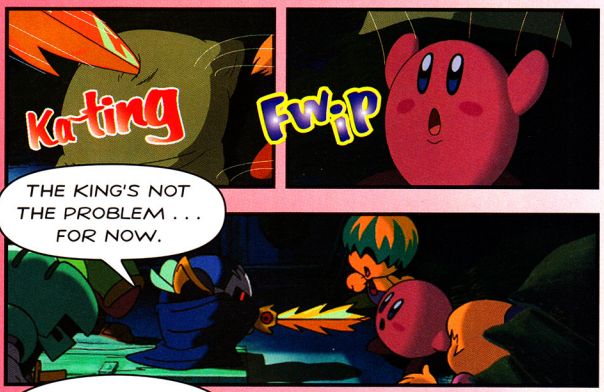
Meta Knight

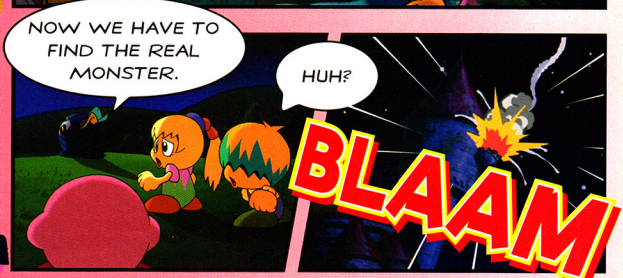
META KNIGHT IS A MIGHTY SPHERICAL SWORDSMAN WITH PLENTY OF ARMOR. HIS ORIGIN AND MOTIVES ARE A MYSTERY.

N.M.E. Sales Guy

THE SALES GUY FOR NIGHT MARE ENTERPRISES (N.M.E.), A MONSTER DELIVERY SERVICE, SEEMS TO BE HIDING SOMETHING. YOU'LL LIKELY NEVER SEE THE PERSUASIVE PITCHMAN WITHOUT HIS SUNGLASSES. KING DEDEDE IS HIS #1 CUSTOMER--ALTHOUGH THEY'VE NEVER MET IN PERSON.







BE CAREFUL SNAILBRAIN! ONCE WE GET IT FIXED, WE CAN SEND KIRBY BACK WHERE HE CAME FROM!
SIZZ
SIZZ
SIZZ
POW
HOW AM I SUPPOSED TO FIX IT? I DON'T HAVE THE OWNER'S MANUAL!
HMMM
I CAN TACK THIS UP IN MY DRESSIN' ROOM.
TWINKLE
I ORDER A MONSTER AND I WIND UP WITH A WIMP!
WELCOME TO NIGHT MARE ENTERPRISES, KING DEDEDE. HOW CAN I ASSIST YOU?
I PAID YOU A LOT OF MONEY FOR AN OCTOPUS MONSTER, AND IT TURNED OUT TO BE A SHRIMP!
JUST GIVE IT TIME, YOUR HIGHNESS. I GUARANTEE THAT LITTLE SHRIMP'LL GROW ON YOU.
AWRIGHT.
slurp
ptoo
GLARE
!?
DEDEDE
HWAH
HEH HUH HUH HUH HUH
!?
BASH

SMASH
KING DEDEDE DROPPED THIS.
YEAH, AND HE'S DROPPED HIS MARBLES, TOO!
Tink
Tink
Burble
Urble
Bloop
THAT MUST BE THE MONSTER THAT ATE ALL THE SHEEP!
UHHHH?
HOLY CALAMARI!
GET BACK IN YOUR TANK, Y'OVERGROWN APPETIZER!
FIND THE RECEIPT FOR THIS THING, 'CAUSE I WANT MY MONEY BACK!
Ru um ble
Rum ble
AAAAAH!
ZUSH!
KIRBY!
ZZOOP
ZZOOP
ZZOOP

Zzzoom
OH NO!
Bash
Bwoing
WHERE DID YOU GET THAT WARPSTAR? THAT'S THE SOURCE OF KIRBY'S POWER.
Ziiiiip
KIRBY!
Dash
TIFF, LOOK OUT!
Pad
Pad
Pad
Pad
!!
Booooom

TWINKLE
TWINK
KIRBY!!!!
Rrrrm
!!
SSHSSHH
!?!
GULP
GULP
GULP
HE SUCKED 'EM UP!
IT'S KIRBY'S CLASSIC DEFENSE . . . INHALE!
Foo
Floo

Gulp Gulp Gulp
Poof!
Fuuuume
THAT'S KIRBY'S COPY ABILITY. AFTER INHALING AN OPPONENT, KIRBY TAKES ON ITS ABILITIES. KIRBY'S NOW BECOME FIRE KIRBY!
Glum
Glum
FLING!
GET 'EM KIRBY!
!!
Grrrr
Flooo

Ker-Pow!
HE DID IT! KIRBY BEAT THE OCTOPUS MONSTER! HOORAY!
IT SEEMS THEIR PUFFY PINK VISITOR IS A STAR WARRIOR, AFTER ALL.
I WISH Y'COULD'VE STAYED AROUND A LITTLE LONGER, KIRBY.
G'BYE, KIRBY! THANKS FOR SAVING US! COME BACK AND VISIT!
WE'LL MAKE SURE THAT DON'T HAPPEN!
AAAAAH! IT'S COMING RIGHT AT US!
UH-OH.
HEY! I ALMOST GOT STARSSTRUCK!
SIZZ
IZZLE
BLAM
GOT IT! GOODBYE FOR GOOD!
CRASH
WELL, LOOKS LIKE Y'WON'T BE LEAVING, KIRBY. Y'WANNA STAY WITH US?
Stay Tuned . . .

You found the Ocarina!

Sweet Potato

The Ocarina inspired by the Legend of Zelda® is now available!

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NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES AUGUST 2002

EXCELLENT GREAT GOOD SO-SO POOR

DISNEY'S MAGICAL MIRROR STARRING MICKEY MOUSE

Mickey Mouse debuts in his first GCN exclusive.

He's the leader of the club that's made for you and me, but Mickey Mouse and his GCN game were made for youngsters, first and foremost. The caper begins when Mickey awakens on the other side of his bedroom mirror and finds himself trapped in a strange version of his house that's haunted by a prankster.

The quaint game has a point-and-click setup, so you never really control Mickey. Instead, you lead him around by clicking your pointer on doors and objects. The setup is similar to Hey You, Pikachu! for N64 (but without the microphone), and Mickey's quest is a similarly easygoing experience. Young players will love pointing at various objects to see what sort of reaction they'll get out of Mickey. The game's goal is to collect mirror pieces and stars, which enable you to perform tricks and gags on Mickey such as kicking him into a closet when he's not looking or causing him to get his hand stuck in a vase. The various tricks you play trigger events in the game, and they closely resemble the slapstick pratfalls that cartoon characters specialize in. Much of the game play boils down to finding the right things to click on and then sitting back to see what sort of cinema sequence you've triggered. You can also unlock six minigames, including a snowboarding run, dance game and plane flight, and the challenge level is just right for beginners. The cartoony gags, bright colors, vibrant graphics and endearing animation bring Mickey to life, and the easygoing point-click-and-watch game play will mesmerize tots who love watching the mouse on TV.

COMMENTS: George—The slow pace and indirect control may not appeal to players looking for an action-oriented experience. Steven—A fantastic game for first-time players, it simplifies the adventure to simple decision making.

- Nintendo
- 1 player
- 6 minigames

ALAN	
ANDY	
GEORGE	
SCOTT	
STEVEN	

EVERYONE
E
CONTENT RATED BY ESRB

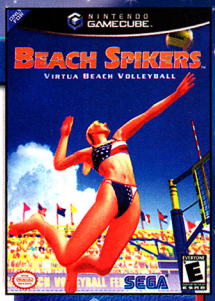
BEACH SPIKERS

Good golly, miss volley.

Available exclusively on Nintendo GameCube, the home version of the Beach Spikers arcade game serves up sun-drenched bump, set and spike action with the typical swift and breezy fun that Sega is known for. The sharp-looking two-on-two women's volleyball game boasts an easy-to-master control scheme that's similar to the setup of Mario Tennis. By using just two buttons and the Control Stick, you can pound out countless dinks, feints and kills and direct them anywhere on the sandy court. A power meter determines the velocity of your serves and spikes, and with good timing, you can nail a maxed-out shot.

In World Tour Mode, solo players must team up with a CPU player whose attributes (serving, power, response, etc.) start out at zero. Between volleys, you can praise or reprimand your partner's performance. If she reacts well to your comments or you win the match, you'll earn attribute points to improve her skills. The unique system is a slick way to foster teamwork and keep motivation high—and it's just plain cool to see your partner take offense at your comments. Beach Spikers hits hard with instant fun, and it keeps coming with the game's three minigames—a button-mashing race, a hot potato volley with a ticking bomb, and a spike and block competition. Beach Spikers isn't bogged down with complexity, but the game play never feels limited by that fact. It's pure arcade fun in the sun that shines with fast smash-and-bash action.

COMMENTS: Chris—This has tons of replay value, particularly in multiplayer mode. Jenni—I love the idea of encouraging or yelling at your teammate to improve your teamwork. Jason—The wham-bam action is simple but always fun. It's almost like Mario Tennis with bikinis.



- Sega 3
- 1 to 4 players simultaneously
- 3 minigames

CHRIS ★★★★½
GEORGE ★★★★
JASON ★★★★
JENNI ★★★★
SCOTT ★★★★

EVERYONE E CONTENT RATED BY ESRB

REDCARD 20-03

Midway gives a good swift kick to soccer sims.

NFL Blitz and NHL Hitz continue to take sports aggression to the extreme in Midway's 20-something series of games, so you'd think that RedCard 20-03 would play like soccer crossed with kickboxing. RedCard, indeed, allows players to tackle and kick opponents out of their way, but the brutality never becomes a gimmick. Instead, the adrenalized game play results in a fine balance of sim-style action, fast-paced thrills and arcade fun.

On the realistic side, RedCard sports impressive graphics, varied animation, seamless commentary (in five languages), swelling crowd noise, variable weather, 50 national teams, real stadiums and the FIFPro license. On the arcade side, the game boasts exaggerated kicks, turbo moves, 10 fantasy teams (including ninja and Martians) and slow-motion special effects that highlight cool maneuvers. You can try out your fancy footwork in Friendly Mode, World Conquest Mode, Tournament/Party Mode and Finals Mode, and victories in the 11-on-11 matches reward you with perks such as secret teams and player attribute points. If you want arcade-paced soccer with just a kick of sim styling, RedCard is the way to go. It's faster and meaner than the FIFA games, and it offers a few player-building features to please wannabe coaches.

COMMENTS: George—Serious soccer fans should like it as much as casual fans looking for a fast-paced game. Andy—You'll have a lot of fun delivering shin-shattering tackles. Alan—While I like the intensity, the ability to kick and tackle other players gets old quickly. There's no reason to plan a careful attack because the defender is just going to take your legs out from under you. Chris—The action is nonstop, and the special moves are awesome to see.

- Midway 12
- 1 to 4 players simultaneously
- 50 national teams

ALAN ★★★★
ANDY ★★★★
CHRIS ★★★★½
GEORGE ★★★★½
JASON ★★★★

EVERYONE E Mild Violence CONTENT RATED BY ESRB

TOP GUN: COMBAT ZONES

Take a Tomcat cruise in Titus's movie-based flight.

Inspired by the high-flying hit movie from 1986, Top Gun: Combat Zones takes off with first-person aerial combat set in four international regions. As you soar through the airspace of Southeast Asia, the Gulf States, the Arctic Circle and the Miramar Base, you'll dogfight with wily MiGs, drop bombs on cannons and blast Hummers, tanks and other ground forces.

Top Gun's 36 missions span three time periods (the early '70s, the '80s through '90s and 1998 through 2000), and you can take the highway to the danger zone in the cockpit of an F-14 Tomcat, an F-18 Hornet, an Osprey or one of five secret planes. Like the movie, the game emphasizes action, and the arcade approach to piloting rewards you with bonus points for pulling off barrel rolls and other ace stunts. Fine-tuned controls enable you to swoop through cityscapes, twisting canyons and other low-level areas to complete missions, which usually revolve around searching and destroying or protecting land and sea units. If you're looking for a flight sim, Titus's game won't fit the bill, but Top Gun will fulfill your need for speed if you're aiming for arcade soaring and shooting.

COMMENTS: **Scott**—I liked the layout, beginning with the training missions and ramping up to real combat. Even so, the game seemed too short and not terribly challenging. **Alan**—Play control is pretty good, although your plane is very slow to turn and maneuver. **Andy**—Cloud-level dogfights look great. You really feel like you're high in the sky. The developers obviously spent a lot of time playing *Star Wars* Rogue Leader, which isn't a bad thing. **Jenni**—Anything you can do in this game, you can do in Rogue Leader and have more fun with it. Too much searching for targets, not enough Iceman.

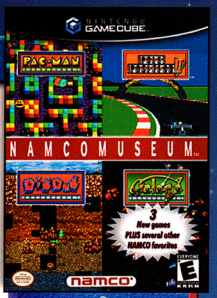
- Titus 4
- 1 player
- 36 missions

ALAN ★★★
ANDY ★★★½
GEORGE ★★½
JENNI ★★
SCOTT ★★★

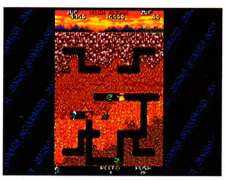
EVERYONE
E
Violence
CONTENT RATED BY ESRB

NAMCO MUSEUM

Namco's blast from the past is built to last.



Saving old-school gamers a chunk of change and a trip to the pizza parlor, Namco has gathered up its arcade greats and put them in the biggest Namco Museum collection ever. The hit parade marches out classic action for fans of almost any genre—the maze-munching fun of Pac-Man and Ms. Pac-Man, the intergalactic shoot-outs of Galaga and Galaxian, the pedal-to-the-metal racing of Pole Position and Pole Position II, and the burrowing and ballooning action of Dig Dug. For puzzle fans, Namco Museum offers the hidden Tetris-style challenge, Pac-Attack, as well as Pac's 3-D maze game, Pac-Mania. While the classic blips and bleeps and retro graphics are true to the originals, gamers looking for something new will love the revamped game play of Pac-Man Arrangement, Galaga Arrangement and Dig Dug Arrangement. The three new variations throw power-ups and other twists into the familiar faves—the coolest surprise being a new multiplayer feature that allows two players to play at the same time. Sharing the screen with a friend and double-teaming ghosts, Galaga ships and Pookas inject new fun to old-school play, and the Arrangement games are a must for multiplayer fanatics. The Arrangement updates and co-op modes are just what the Namco Museum series needs to stay fresh, and with 12 varied games on one disc, the well aged fun will never get old.



COMMENTS: **Alan**—Unless you have an insatiable appetite for the Stone Age of gaming, you can steer clear of Namco Museum without another thought. **Jenni**—Namco is so faithful to the aspect ratio of the original games that the screen is often wee tiny. **Jason**—If you have a soft spot for any of Namco's classics, you'll dig this very replayable collection—especially with the spruced-up Arrangement variations.

- Namco 2
- 1 to 2 players alternating or simultaneously
- 12 games

ALAN ★★
GEORGE ★★★½
JASON ★★★★½
JENNI ★★★½
STEVEN ★★★½

EVERYONE
E
Violence
CONTENT RATED BY ESRB

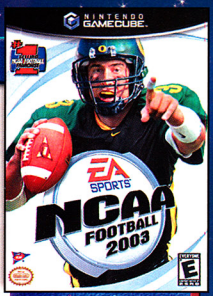
NCAA FOOTBALL 2003

EA's football game is worth the ol' college try.

EA Sports is introducing its acclaimed NCAA Football series to Nintendo fans. More than just Madden NFL with college teams, NCAA Football 2003 sets itself apart with classic rivalries and rah-rah pageantry. NCAA touts all of the bowl games (including the BCS bowls), 117 Division 1-A schools, 27 Division 1-AA schools and true-to-school cheerleaders, fight songs, mascots and stadiums. While the NCAA won't allow the use of real player names, fans can customize players and edit their names. ESPN's Lee Corso, Kirk Herbstreit and others call the game, and there's a good chance they'll say the name of your edited player since they recorded over 1,700 surnames. Once you've built up your team, you'll be able to use your Memory Card to draft your players into EA's upcoming Madden NFL 2003.

NCAA looks and plays like the top-notch Madden series, but the college gridiron game surpasses the pro game with a big passion for details. In the Rivalry Game, you can play classic matchups to win classic cups, and the authentic playbooks are based on the teams' tendencies. To earn points to unlock cheats and other extras, players can take the Campus Challenge by completing on-the-field objectives. In Dynasty Mode, you can play through a season in the hopes of landing a spot on the All-American Team. You can even play coach and recruit players or create a school from the stadium up. The game tackles options aplenty, and it's sure to keep your school spirit soaring.

COMMENTS: **Chris**—The game play is as solid as Madden. **Scott**—College football has a different tempo and feeling than pro ball, and EA has captured much of that. **Alan**—If you are a fan of football—especially college ball—you MUST buy this game.



- EA Sports 61
- 1 to 4 players simultaneously
- 5 modes

ALAN ★★★★★
ANDY ★★★½
CHRIS ★★★★★
GEORGE ★★★½
SCOTT ★★★★

EVERYONE
E
CONTENT RATED BY ESRB

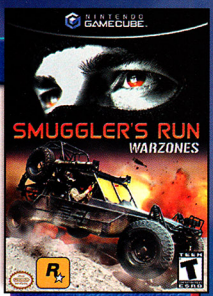
SMUGGLER'S RUN: WARZONES

Go off road and above the law in Rockstar's deviant driving adventure.

Infamous for busting out reckless games and delinquent adventures, Rockstar is extending its rap sheet to GCN with the popular outlaw off-roading series, Smuggler's Run. Gassed-up with over 30 high-octane missions, drivers must navigate rocky terrain to secure and deliver contraband while avoiding land mines, enemy cross fire and cops patrolling the roads and skies. The shady missions take place in five seemingly endless levels straight out of Smuggler's Run 2, while the multiplayer levels represent stages from both installments of the series. For the GCN version, Rockstar has enhanced the graphics, so the rugged ride is always a scenic one thanks to smooth animation, nice weather effects and hilarious full-motion video cut scenes.

While the game is about operating outside of the law, Warzones at least adheres to the laws of physics, so your ride will handle and move realistically. The game rolls out nine vehicles, and you have to earn eight of them, including the all-new hoverbike. The GCN version also introduces four new countermeasures—including the Vertical Boost and Cloaking Device—so you can give tailgaters the slip. For four-player vehicular assault, Warzones features five multiplayer games, including two new scenarios—Domination, which is similar to capture the flag, and The Fox and the Hounds, which challenges drivers to find a token and hang on to it for as long as possible. It's a great ride if you love the thrill of the chase and car combat like Vigilante 8's.

COMMENTS: **Alan**—The missions are short. It's perfect if you have a few minutes to kill and want something fun and mindless. **Steven**—It's a simple concept, and one that gets prolonged life out of a number of good vehicle choices and fun multiplayer options.



- Rockstar 6
- 1 to 4 players simultaneously
- 5 levels

ALAN ★★★★
CHRIS ★★★½
GEORGE ★★★
SCOTT ★★★½
STEVEN ★★★★

TEEN
T
Violence
CONTENT RATED BY ESRB

DISNEY'S MAGICAL QUEST STARRING MICKEY AND MINNIE

- Nintendo/32 Megabits
- 1 to 2 players simultaneously
- Single-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB

Though the Nintendo GameCube Game Boy Advance Cable enables you to connect Magical Quest with Disney's Magical Mirror Starring Mickey Mouse (see page 142), the GBA game is a decidedly different type of game. An update of Capcom's Super NES side-scroller, Magical Quest for GBA introduces Minnie as a playable character. Games like Rayman seem to have taken a cue from Magical Quest, and action fans will love it for its excellent platformer fun.

ANDY ★★★★½
CHRIS ★★★★½
JASON ★★★★½
SCOTT ★★★★
STEVEN ★★★★½

DISNEY'S LILO & STITCH

- Disney Interactive/64 Megabits
- 1 player
- 8 levels

EVERYONE E CONTENT RATED BY ESRB — Mild Violence

Bursting with more action than you'd expect from a Disney game, Lilo & Stitch is an exciting and fun platformer that actually features shooting and spaceship battles. In Stitch's stages, you'll lob grenades and fire lasers at aliens in side-scrolling areas and pilot a star cruiser or tank in arcade-style shoot-outs. Lilo is the more peaceful half of the duo, and her stages are platformer-style puzzles. All eight levels are surprisingly challenging and intense.

ANDY ★★★★½
CHRIS ★★★★½
JASON ★★★★½
SCOTT ★★★★
STEVEN ★★★★

GT ADVANCE 2: RALLY RACING

- THQ/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link
- Over 40 tracks

EVERYONE E CONTENT RATED BY ESRB

Following in the tracks of the highly recommended GT Advance for GBA, THQ's sequel hits the road with 15 licensed cars from Toyota, Mazda and four other manufacturers. The improved racer adds hills and dips to the 40-plus rally courses, as well as a much-needed save feature. With smooth animation, great audio, Co-Driver Game Link Mode, demanding driving and 11 License challenges, GT Advance 2 leads the pack of GBA racing games.

ALAN ★★★★½
ANDY ★★★★½
GEORGE ★★★½
JASON ★★★★
STEVEN ★★★★½

LEGO SOCCER MANIA

- EA/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB

Cowboys, adventurers, knights, astronauts and other LEGO characters compete in EA's very peppy and fun soccer game. Controlling the ball and powering up kicks are easy, and victories will enable you to add and trade players. Cool power-ups give the game a jolt of arcade flair, and LEGO fans will dig the ability to draft new characters. With story-driven competitions and mix-and-match players, Soccer Mania puts a fun new spin on soccer.

ANDY ★★★½
CHRIS ★★★★
JASON ★★★★½
JENNI ★★★★½
STEVEN ★★★★½

MAT HOFFMAN'S PRO BMX 2

- Activision/64 Megabits
- 1 to 2 players alternating or simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB

Butter-smooth combos and user-friendly mechanics are the highlights of Activision's well-oiled stunt series, and the latest Mat Hoffman two-wheelin' freestyle ride busts out big stunts and wicked fun. The game features eight new places to ride, and the great layouts offer plenty of ramps and rails. Pro BMX 2 delivers more of what last year's ride offered, and the new objectives and levels should be enough to please BMX stunt nuts.

ALAN ★★★★½
ANDY ★★★★½
CHRIS ★★★½
JASON ★★★★½
JENNI ★★★★½

MEDAL OF HONOR: UNDERGROUND

- Destination/64 Megabits
- 1 player

TEEN T CONTENT RATED BY ESRB — Violence

Medal of Honor: Underground was originally a console game from EA, and Destination's GBA version faithfully recreates the first-person adventure. The frame rate suffers in the downsized version, though, and the choppy movement, chunky graphics and sluggish feel detract from an otherwise decent shooter. Large maps, varied objectives and an intriguing story give the game more substance than the garden-variety shooter.

ANDY ★★
CHRIS ★½
GEORGE ★★
SCOTT ★★★★
STEVEN ★★

NICKTOONS RACING

- Infogrames/32 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link
- 12 tracks

EVERYONE
CONTENT RATED BY ESRB

Toon up your ride for Mario Kart-style competition in Infogrames' 12-track race. Drivers can hit the road as one of 13 Nickelodeon stars including the Rugrats, SpongeBob, Stimpy, CatDog and characters from four other shows. The ride is smooth, the action is heated and the graphics are as colorful as the cartoons. Stuffed with fun power-ups, tricky curves and four-player action, the zippy game is a great day at the races for Nick fans.

ANDY
CHRIS
GEORGE
JASON
SCOTT

PUNCH KING

- Acclaim/64 Megabits
- 1 player
- 12 characters

EVERYONE
CONTENT RATED BY ESRB
Violence

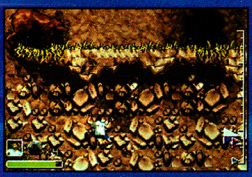
Similar to Punch-Out!, Acclaim's Punch King features a transparent boxer and furious fisticuffs action. Whenever you throw a punch, your Stamina Meter dips, so you have to start out slow before you can build up your KO Meter and unleash the rapid-fire hits. As a result, the game forces you to balance your defensive moves. The challenging setup, bold graphics, lively characters and fun settings should score a knockout with boxing buffs.

ALAN
CHRIS
JASON
JENNI
STEVEN

STONE MONKEY

- BAM!/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE
CONTENT RATED BY ESRB
Mild Violence



Much of the fun in BAM!'s mountain climbing game lies in finding the best path of rocky outcroppings and handholds so you can be the first to the summit. On your way up, you must dodge territorial animals, stock up on power-ups and toss rocks at rival climbers. Since the game's a button masher that requires you to tap like mad so you can climb quickly, Stone Monkey is a rock-solid choice for fans of decathlon games and other rat-a-tat tappers.

ALAN
ANDY
GEORGE
JENNI
STEVEN

URBAN YETI!

- Telegames/32 Megabits
- 1 player
- 4 minigames

TEEN
CONTENT RATED BY ESRB
Comic Mischief
Mild Violence

Get ready to yeti as you help a city-dwelling Sasquatch score a job, the yeti discuss championship and an abominable mate.The game prides itself on zany situations, but the kookiness gets hairy since the objectives tend to be fuzzy and the graphics and controls are sloppy. Still, Telegames deserves a big hand for its bigfoot game because it's so wildly bizarre that you can't help but crack a smile. Can you resist a sewer ride or poultry poaching contest?

ALAN
ANDY
GEORGE
JENNI
STEVEN

BASEBALL ADVANCE

- THQ/64 Megabits
- 1 player

EVERYONE
CONTENT RATED BY ESRB

Step up to the plate with 30 Major League Baseball teams, real players, four authentic ballparks and stats for the 2001 season in THQ's Baseball Advance. The game was developed by Sega, and the batting system is very similar to Sega's Home Run KING for GCN. Sharp graphics and an accurate pitching system help drive home the big-league fun, and sluggers can go yard in Season, Playoffs, All-Star and Exhibition Modes.

ALAN
ANDY
CHRIS
GEORGE
JASON

X-BLADEZ: INLINE SKATER

- Crave/32 Megabits
- 1 player
- 13 tracks
- 6 skaters

EVERYONE
CONTENT RATED BY ESRB

Lace up your inline skates and race around tracks set in global tourist destinations, such as the Great Wall of China, Alcatraz and Rio de Janeiro. As you skate around the tricky courses, you must jump over obstacles and roll into pick-ups to score cash for upgrades or health power-ups to recover from wipeouts. Despite the danger element, X-Bladez doesn't feel like an extreme sport. It's simply a racing game.

ANDY
GEORGE
JASON
JENNI
STEVEN

CASTING CALL

Write a brief review and include your rating in stars for a current game, then e-mail it to us at nowplaying@nintendo.com (please include your name and hometown). You can also rate games online—just search for them at www.nintendo.com and click on "Cast your vote." We'll print reader ratings and portions of constructive and insightful reviews in future Now Playing articles.

BOMBERMAN GENERATION

- Majesco

EVERYONE E — Mild Violence

"Bomberman Generation is a great, fun adventure game for all. The story mode has good game play that is very challenging. It's got an item or a Charabom in almost every stage for you to befriend. The music is a bit corny and it gets annoying after a while, but who says games are bad because of their music? There are several modes of play and up to four players can play. Overall, Bomberman Generation is an awesome game."

—Michael

GUEST REVIEWER
Michael Kruger, Huntington, New York

GUEST REVIEWER'S SCORE
MICHAEL ★★★★★

see Now Playing v.157 for more info

DAVE MIRRA FREESTYLE BMX 2

- Acclaim Max Sports

TEEN T — Mild Lyrics

"This game has everything any extreme sports title needs—action, mega-crashes, rockin' music, multiplayer modes, many tricks and a good control scheme. The game has level goals, which are really well done and challenging to pull off. Instead of finding decks like in Tony Hawk's Pro Skater 3, Dave Mirra offers something different—respect points. These points earn you bikes and sponsors and add depth to the game. The one thing I object to is the lyrics in some of the songs."

—Drew

GUEST REVIEWER
Drew Regensburger, Denver, Colorado

GUEST REVIEWER'S SCORE
DREW ★★★★

see Now Playing v.151 for more info

GT ADVANCE CHAMPIONSHIP RACING

- THQ

EVERYONE E

"GT Advance's graphics are the best graphics for any game on Game Boy Advance. There are many name brand cars like Subaru, Honda, Toyota and Mitsubishi. They look like they're going to jump right off the screen. I have to give props to THQ—they made the game look realistic. The action never stops. It is an adrenaline rush as players compete for the top spot. I feel that GT Advance Championship Racing is a very good game. The graphics are excellent and the control is tight."

—John

GUEST REVIEWER
John Kalmar, Rockford, Michigan

GUEST REVIEWER'S SCORE
JOHN ★★★★

see Now Playing v.146 for more info

TONY HAWK'S PRO SKATER 3

- Activision

EVERYONE E — Animated Blood

"Since I'm not an extreme sports fan, I had my doubts when I bought this game, but since the NP reviewers gave it good marks, I decided to try it out. I was not disappointed. This is a game that still shines even under the shadow of its GCN counterpart. With easy controls and many goals to complete in this game, it can be enjoyed by anybody. Take it from me, you don't have to like skateboarding to like THPS3. Go out and get this game on the double."

—Matt

GUEST REVIEWER
Matt Leung

GUEST REVIEWER'S SCORE
MATT ★★★★★

see Now Playing v.154 for more info

RESIDENT EVIL GAIDEN

- Capcom

TEEN T — Blood, Violence

"It's a thriller! Thriller on Game Boy! Resident Evil has finally found a place in the handheld world in the form of Resident Evil Gaiden! Unfortunately, there isn't that much sound, but at least the gunshots sound realistic. The game is a bit different from the first five games. Zombies carry most of the items, and there aren't really any puzzles. But hey, it's really the action that Resident Evil fans love. Go pick this game up today!"

—Philip

GUEST REVIEWER
Philip Hanan, Berea, Kentucky

GUEST REVIEWER'S SCORE
PHILIP ★★★★½

see Now Playing v.153 for more info

ADVANCE WARS
• Nintendo

Readers' Average Score at www.nintendo.com

See Now Playing v.149 for more info

EVERYONE — Mild Violence

DINOTOPIA: THE TIMESTONE PIRATES
• TDK

Readers' Average Score at www.nintendo.com

See Now Playing v.156 for more info

EVERYONE — Mild Violence

FROGGER'S ADVENTURES: TEMPLE OF THE FROG
• Konami

Readers' Average Score at www.nintendo.com

See Now Playing v.150 for more info

EVERYONE

JIMMY NEUTRON: BOY GENIUS
•THQ

Readers' Average Score at www.nintendo.com

See Now Playing v.149 for more info

EVERYONE — Comic Mischief

SPIDER-MAN
• Activision

Readers' Average Score at www.nintendo.com

See Now Playing v.157 for more info

EVERYONE — Violence

KEY

GCN GBA GBC NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE ARCADE FIGHTING PLATFORM PUZZLE RPG RACING SHOOTER SPORTS STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's diverse critics has ranked 10 game genres in order of preference, with the favorite type of game appearing first.

ALAN:
ANDY:
CHRIS:
GEORGE:
JASON:
JENNI:
SCOTT:
STEVEN:

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

EARLY CHILDHOOD — Early Childhood

TEEN — Teen (13+)

ADULTS ONLY — Adult (18+)

EVERYONE — Everyone

MATURE — Mature (17+)

RATING PENDING — Rating Pending

To contact the ESRB, call 1-800-771-3772.

NP 411

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ARCADE
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PLAYER'S PULSE ART OF THE MONTH OFFICIAL CONTEST RULES

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COMING NEXT ISSUE . . .

Volume 160 September 2002

Super Mario Sunshine

Join us in September as we bask in the glow of Super Mario Sunshine. Mario's newest adventure finds him with all of his old moves and a few new ones, not to mention that wacky, water-squirting backpack.

Star Fox Adventures

Speaking of video game superstars, NP is also hot on Fox McCloud's tail and ready to give you the latest info on Rare and Nintendo's Star Fox Adventures. He's not just a space case anymore, and we've got the story to prove it!

Mystic Heroes

If you like your action fast and your magic even faster, you should definitely stick with NP next month to check out Koei's Mystic Heroes, a magical hack-and-slash game for Nintendo GameCube. Get ready for the battle of your life!

The Sports Reports II

Huddle up with NP in August to score a copy of the second action-packed edition of The Sports Reports. Football fans should definitely take notice this time around—we're looking at five different gridiron games.

PLUS!

- BIG AIR FREESTYLE
- ANIMAL CROSSING
- MEGA MAN ZERO
- DUKE NUKEM ADVANCE
- BUTT-UGLY MARTIANS
- CUBIX ROBOTS FOR EVERYONE: CLASH 'N' BASH
- BOULDER DASH EX
- PAC-MAN FEVER
- EXCLUSIVE KIRBY COMIC

NINTENDO POWER BACK ISSUES

Nintendo Power issues are available individually. Features in each issue are listed below. Use the Back Issue/Player's Guide Order Form in this issue to order past Nintendo Power issues and books, or call our consumer service department at 1-800-255-3700 to order by phone with Visa or MasterCard.

Volume 158 (Jul. '02): E³ 2002 Report, WWE WrestleMania X8, NCAA Football 2003, Worms Blast (GCN), Worms World Party (GBA), The Pinball of the Dead, Aero the Acrobat, Pocky and Rocky with Becky, Smuggler's Run: Warzones, The Scorpion King: Rise of the Akkadian Preview, Digipen: Project FUN, Animal Crossing, Kirby: Right Back at Ya! Comic.

Volume 157 (Jun. '02): Lost Kingdoms, Bomberman Generation, Spider-Man (GCN), Legends of Wrestling, Medabots AX: Metabee and Rokusho Versions, Castlevania: Harmony of Dissonance, Mega Man Battle Network 2, Desert Strike Advance, Minority Report Preview, E³ 2002 Preview, DigiPen's Project: Fun.

Volume 156 (May '02): Spider-Man Preview (GCN), SpyHunter, Burnout, Tactics Ogre: The Knight of Lodis, Pocket Music, Game Developers Conference Special Report, Rayman Arena Preview, 2001 Nintendo Power Awards Winners, The Sports Reports (racing, football, basketball, soccer, baseball).

Volume 155 (Apr. '02): James Bond 007 in Agent under Fire, Pac-Man World 2, Crash Bandicoot: The Huge Adventure, Bloody Roar: Primal Fury, Breath of Fire II, Sega Soccer Slam, Gauntlet: Dark Legacy, Sonic Adventure 2: Battle Part 2, Dinotopia: The Timestone Pirates Preview, Midway Preview, Dragon Ball Z: The Legacy of Goku Preview.

Volume 154 (Mar. '02): Sonic Adventure 2: Battle, NBA Street, 18-Wheeler: American Pro Trucker, Zone of the Enders: The Fist of Mars, Broken Sword: Shadow of the Templars, Super Mario World: Super Mario Advance 2 Part 2, Crash Bandicoot: The Huge Adventure Preview, Pac-Man World 2 Preview, Disney's Donald Duck: Goin' Quackers Preview, Sega Soccer Slam Preview, 2001 Nintendo Power Awards Nominations.

Volume 153 (Feb. '02): NBA Courtside 2002, Batman Vengeance (GCN), Cel Damage, ESPN International Winter Sports 2002, Smashing Drive, Dark Summit, Super Mario World: Super Mario Advance 2, NFL Quarterback Club 2002, Sonic Advance, Shantae, DigiPen Institute of Technology Special Report, Sonic Adventure 2: Battle Preview, Tom Clancy's Rainbow Six: Rogue Spear Preview.

Volume 152 (Jan. '02): Pikmin, Super Smash Bros. Melee, The Simpsons: Road Rage, FIFA Soccer 2002, Universal Studios Theme Parks Adventure (GCN), *Star Wars*: Jedi Power Battles, Nancy Drew: Message in a Haunted Mansion (GBA), Harry Potter and the Sorceror's Stone (GBC), Wave Race: Blue Storm Contest & Sweepstakes, NBA Courtside 2002 Preview.

Volume 151 (Dec. '01): Super Smash Bros. Melee, Dave Mirra Freestyle BMX 2, SSX Tricky, NHL Hitz 20-02 (GCN), Tony Hawk's Pro Skater 3 (GCN), Harry Potter and the Sorcerer's Stone (GBA), Disney's Donald Duck Advance, Golden Sun Part 2, Wendy: Every Witch Way, Pikmin Preview, Batman Vengeance Preview, Disney's Tarzan: Untamed Preview, Crazy Taxi Preview, Dragon Warrior Monsters Breeding Chart and Giveaway.

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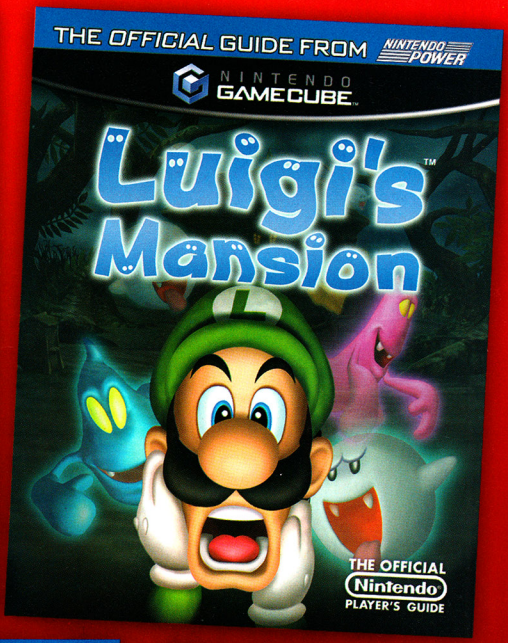

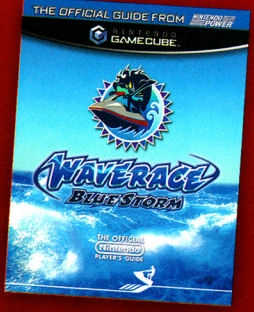

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